MARVEL

VISION™

THE MARVEL FAN MAGAZINE

#4

APRIL 1996

$1.50

Jim Lee & Rob Liefeld Return To Marvel

Sabretooth Artist MARK TEXEIRA Paints an All-New Spider Tale Legacy Of Evil!

The Futher Advance of Cyclops & Phoenix!

Time Slip! Iron Man! and More!

Karl Kesel on Daredevil!

ONSLAUGHT
IS COMING
APOCALYPSE AND SINISTER
TAG ALONG FOR
The Further Adventures of
Cyclops and Phoenix!
NORRIN GETS RAD IN
Silver Surfer:
Dangerous Artifacts!

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Front Cover Photo Anders Krusberg/AP World Wide Photos. Back Cover Mark Texeira.
Oops! Due to a last minute change last issue's cover credits were switched at press time. Mike Weiringo and Karl Kesel provided us with a spectacular front cover while Kevin West and Phil Moy inaugurated our new back cover format.
The ship date of 3/19/96 for FANTASTIC FOUR 2099 was omitted from last issue.

Stan Lee presents

MARVEL Vision #4

April 1996

For those of you without a photographic memory, Thursday, December 14th was a gray and snowy day in old NYC. And even though that's typical of our winter mornings, the day's events were anything but.

About fifty people, including myself, were gathered together in a conference room at New York's Grand Hyatt Hotel. We were there to witness comic book history being made and an end being put to the constant rumors surrounding Marvel for the past few months.

In a nutshell, after four years, Jim Lee and Rob Liefeld will again be doing work for Marvel Comics. In an unprecedented co-creative venture, they will return to produce and oversee four of Marvel's classic titles: the FANTASTIC FOUR, CAPTAIN AMERICA, IRON MAN and the AVENGERS. I first met Jim when I was an intern and I was glad to see him again. I had met Rob during the same time but we'd never talked at length. This time was different. The three of us talked about what has gone before and what lies ahead. You can be part of that conversation by reading VISION's exclusive interview with Lee and Liefeld held that same day.

Obviously 1996 is going to be the year that Marvel takes comics to all-new heights of excitement. How else is Marvel going to accomplish this? Well right now I can't divulge too much, but if you want a clue just look at the inside front cover on your left. ONSLAUGHT IS COMING.

This issue you'll find the latest coverage on Iron Man. Someone new is in the familiar red and gold armor and, if you've been reading Iron Man, you know who it is. If not, read this issue of VISION, then check out IRON MAN. You're in for a surprise!

And as an extra Iron Man bonus, Guy Davis from SANDMAN MYSTERY THEATER goes traveling back to 1962 to help Stan Lee create our man of iron.

Check out the Spider-Man family section for Mark Texeira's return to the Marvel Universe. Watching this artist's transformation from pencil and pen whiz into a painting fiend has been amazing. (No Spider pun intended)

I'm done.

See ya in the funny pages.

TIM TUOHY

MARVEL VISION

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Insights

Dear Marvel VISION,

I have to be honest. When I first saw your magazine my initial thought was, "Great, more propaganda." Thank god I bought it anyway.

Marvel VISION is one of the most solid premiere issues of any magazine I've seen in a long time. The articles were clear, informative and easy on the eye, with the exception of the Dan Jurgens interview. A few years ago I probably wouldn't have cared for what Marvel was doing, but now I'm excited again and looking forward to what you have in store for the fans in the near future. I'd also like to add that Fabian Nicieza's column should be printed over and over again, wherever you can put it. What he had to say was the definition of how fans should look at comics on the whole. He also gets high points for taking a stand against the "voices of the industry." It's about time someone sent a shot back over the fence.

For me, the high points of the magazine were the articles concerning how to actually create comics, specifically the writing of them. I'm trying to break into the industry and I can truthfully say I learned more about how to lay out a script in one issue of your magazine compared to over 50 issues of WIZARD. Any tips in future issues would be greatly appreciated.

Dan Edwards
711 N. 16th St. #805
Milwaukee, WI 53233

Thanks for your letter, Dan. We really had a lot of fun working on the book. Unfortunately, we still had to learn the hard lesson that what looks good on our computer screens doesn't necessarily mean it's going to look good in print, the Dan Jurgens interview being the primary example.

As far as breaking into comics as a writer, we hope that you checked out Fabian's column in issue #2. If that wasn't enough information, send a self-addressed stamped envelope to Marvel's Submissions Editor, John Lewandowski, and he'll send you a submissions guide.

Dear Marvel VISION,

I would just like to say that Marvel VISION is a great way to find out what is going on in the Marvel Universe. There are so many great things in here that I don't know where to begin. First off, it's wonderful to have interviews with the writers and artists so that we can learn about the people who create the stories. In the future, I would like to see an interview with Mike Deodato or hear from J. M. DeMatteis. I'm also glad to hear about what's going on with Marvel movies.

One last thing and the best thing about Marvel VISION is color! I love it. What can I say but, beautiful! Keep up the great work!

Brent Scheihager
3341 St. Cloud Circle
Dallas, TX 75229

P. S. I especially liked the article about the Avengers and I can't wait to hear what happens to Iron Man.

Brent, I'm reminded of the old saying, "Great minds think alike," because we featured none other than Mr. Deodato himself in issue #2's "Creating Comics." And about Iron Man? If you're reading your own letter right now, you know this issue is chock-full o' Iron Man stuff, so read on.

Dear Marvel VISION,

I picked up your first issue of Marvel VISION since it wasn't a hassle to buy—a dollar! And after reading it, it looks like you have a hit on your hands. And for that there are several reasons:

First, one of the best features and the thing that got me to buy it was the price. At the amazingly low cost of one dollar, it is cheaper than most comics on the rack while providing more stuff to read. Not to say that the contents are weak and being cheap is the main reason I got it, but comic collecting is awfully expensive and the low price makes it an easy addition to the monthly "to buy" list.

It looks like you want to provide a supplement rather than a competitor to WIZARD Magazine, the big book on the block. Ever since the demise of HERO ILLUSTRATED, readers like myself who want to keep up on current events in comics but don't think GEN 13 is the only cool thing to hit comics since (insert something clever here). I appreciate the fact that it is no longer WIZARD or nothing.

Judging from the contents, it looks like you have an informative and entertaining publication. Fabian [Nicieza]'s editorial gave me another perspective on the "huge company swallowing everything in its path" anxiety that's bothered me lately. "Time Slip" is probably the best new feature, letting fans see how subjective character designs are.

As for my suggestion for the future articles, how about an in-depth look at the people behind the X-Men Animated Series? Feature profiles and pictures of all the people and what voices they portray of everyone's favorite mutants. I know WIZARD did an article similar to that, but for me it was inadequate, spotlighting only a couple of the members of the cast. I know I would like to see if the rest of Lenore (Rogue) Zahn is as pretty as her voice. And I never did find out the voice behind the Beast.

Well, I think I've jeopardized my chances for getting this letter printed by going on too long. Thank you for your time.

Ian Carandang
39 Xavier St., GreenHills West
San Juan, Metro Manilla, Philippines

Since we first started talking about doing this magazine, the inevitable comparisons to WIZARD kept popping up. Every now and then we'd sit back and think, "Are they right?" Then we answered ourselves by asking another question: "Did Stan Lee compare THE FANTASTIC FOUR to SUPERMAN while it was still just a thought in his head?" I don't think so. They're doing their thing and we're doing ours. If we're considered a supplement to WIZARD at as early a stage as VISION is at now, well, Tom and I consider that a compliment.

Dear Marvel VISION,

A few comments about the first issue of Marvel VISION. I loved the Kelley Jones illustration of the Thing! When can we get a whole Alterniverse mini-series on the FF illustrated by Mr. Jones?

I hope you're not planning on selling this book for $2.95. This is mainly a promotional book and one buck is more like it.

Fabian Nicieza's column, "The Sky is Falling," was right on the money. I don't know why more readers can't just sit back and enjoy books instead of stirring up lies and rumors or griping and moaning about how evil so-and-so is, blah blah.

Chris Hutts
(Address withheld upon request)

Chris, unfortunately with the New Year we had to raise the price to a buck fifty to pay for rising paper costs. However, as you can see, this issue is on a better paper stock that should last for about a hundred re-reads.

Dear Marvel VISION,

I have just read the first issue of Marvel VISION and I am taking the time to respond to your contents. I welcome your magazine, as it is an affordable way for me to view the Marvel Comics marketplace. I liked the previews and most of the articles. The multiple listings are well done and the artwork included is interesting, to say the least. The broad coverage is appreciated; more so is the X-NATION preview. It looks a lot better than GENERATION X.

What I was disappointed with was the card section. NO mention of the Marvel-owned SkyBox and only one slice-of-life Fleer article? I was told by my retailer that Marvel VISION would indeed cover the card marketplace. This is especially important to me right now as I am very interested in buying certain non-sport cards.

Thank you for the opportunity to voice my concerns. I hope Marvel VISION has a good future.

Doug Charabin
3-2 Anderson Cres.,
SASKATOON, SASK,Canada, S7H 3Z8

Fleer/SkyBox are tentatively sizing up to be regular contributors to our book so keep reading for future card reports. As far as X-NATION looking better than GENERATION X, remember what Fabian wrote at the end of last issue: "Good is subjective." Even though you might not like it, somebody does.

Dear Marvel VISION,

You want letters? You want feedback? You got it! Here's my take on your latest and brand-new fan magazine. In so many words it's informative, interesting, excellent and most importantly, FUN!

Now that I've done the praising part, let me be frank and tell you that even though your mag is okay by me doesn't mean that it can't be improved.

For the obligatory questions about your first issue, here goes:

1) Is Marvel VISION the replacement of the MEGA MARVEL mag? If it is, what happened to those pages devoted to Marvel's non-comics products like sticker puzzles, trading cards, pins and why did you not have a listing for them in your order form?

2) Where are the page numbers in your mag? Do you really expect us to count each page just to look for page 62 and 63?

3) Do the Marvel/DC stories of the past have any relevance to the current MARVEL VERSUS DC storyline? Will this current storyline make any inference about what happened between Superman and Spider-Man or Batman and Punisher?

4) In your description of the Venom Press Poster #215, it states that this is a reproduction of the cover to VENOM: LETHAL PROTECTOR #1 which is Venom's first limited series. And that cover was not painted or drawn by Simon Bisley, but drawn by Mark Bagley. What's going on here?

Dear Vision,

5) Where did you print part one of your article "Creating Comics?" Your first issue ran Part 2 of this article and there's no mention of where the first part was printed.

Looking forward to hearing your reply. Hey when are you going to have a letters page?

Art
(Address withheld upon request)

Art, you've got some good questions and I've got the answers. Marvel VISION is not replacing MEGA Marvel. It is instead addressing a particular audience, the consumer. MEGA will devote itself to the retailer. If you want to see all that other stuff write us and let us know. You were not the only person to comment on the absence of page numbers. This was a conscious decision I had to make. Right until the book went to press, the lineup (the order of the pages) was being changed. I chose to have no numbers rather than numbers out of order. If you've read DC VERSUS MARVEL by now (and you should have) you know that these characters have not actually met before. The VENOM PRESS POSTER was a mistaken identity. It was actually the cover to the VENOM: LETHAL PROTECTOR trade paperback; sorry. Last but not least, that was part one of "Creating The Comics." The part two you saw was on the actual first page of script for THOR: "Worldengine Part Two."

SPECIAL NOTE: *We at VISION strive to make every issue worth your time to read. However, certain glitches do occur, i.e. the Dan Jurgens interview. We intentionally meant no disrespect to Mr. Jurgens, contrary to what one unprinted letter implied. I have been a fan of his work ever since the days of BOOSTER GOLD. If you found the printed interview too hard to read, then send a self-addressed stamped envelope to VISION, request a clean copy of the interview and we'll send it along.*

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Interview

Image isn't everything for Jim Lee and Rob Liefeld

Interview conducted by
Jim Krueger and Tim Tuohy

- Tim Tuohy
- Jim Krueger
- Jim Lee
- Rob Liefeld

December 14th will long be remembered as the day Jim Lee and Rob Liefeld took the nation by surprise and announced that they were returning to Marvel Comics. They made the startling announcement at a press conference in Marvel's home town, New York City. Hosted by that Living Legend himself--Stan Lee, Marvel President Jerry Calabrese and Editor-In-Chief Bob Harras, Jim and Rob outlined the plans that they have for the coming year.

Beginning in mid 1996, both Jim and Rob will produce 4 monthly Marvel Comics featuring the classic banner characters: Captain America; The Avengers; Iron Man; and Fantastic Four.

But we decided to let Rob and Jim speak for themselves in this exclusive Vision interview held that same day.

The announcement was made today that you guys were going to be returning to do work for Marvel. First off, are you guys glad to be back?

Yeah... especially under these circumstances.

We wouldn't be back if we weren't glad to be back. It's an unprecedented deal—what, with the kind of creative control we have over our work. The opportunity to revamp legendary characters isn't something every creator is offered.

You mentioned at the press conference that the two of you are getting to work on Marvel icons—the Avengers, Captain America, Iron Man, the Fantastic Four, the Hulk and Thor. What do you think about that?

> "...we were definitely leaving behind an OPPORTUNITY to further Explore those characters and those Concepts we really wanted to... and I think that when this was presented to us... well it's just AWESOME for me."

Well honestly, if you chart my career back to my first work, I did Hawk & Dove for DC. I did the NEW MUTANTS. I basically created the lion's share of the X-Force characters. But I didn't get a lot of chance to play with the icons I grew up with. Sure, I did an X-Men story. But Cap, the Avengers, FF, Thor... they all eluded me. So, uh... as I mentioned at the press conference, going to form Image was really exciting, but there was sort of a loss, especially then, we were definitely leaving behind an opportunity to further explore those characters and those concepts we really wanted to... and I think that when this was presented to us... well it's just awsome for me. Back when I was doing X-Force, I really wanted to get into the Avengers office. Right before the Image deal was struck, these were the characters I wanted to get into. It's almost like I was auditioning on X-Force to get to some of the classic stuff.

The Avengers stuff that I really remember, and everyone's going to say their own favorite run is the best, but the Englehart, Perez, Byrne, Shooter stuff....that was an incredible run. When we were doing the X-stuff, it seemed that people weren't clamoring to work on these characters the way I felt like the top talent should be.

When I was at Marvel I really didn't have a shot at drawing the core Marvel characters—the Stan Lee/Jack Kirby stuff. In many ways this will be new to the readers and it will be new to me. Aside from that one issue of X-Men (UNCANNY X-MEN #268--Tim), I never drew Captain America. And even though Rob is handling the Captain America book, Rob and me kind of see the stories panning out between us. So there's going to be a lot of interaction between the 4 different titles... it'll be fun to draw the characters I fell in love with as a kid.

So now that you guys are handling these characters, who's stronger, the Thing or the Hulk?

(laughter)

Personally, I never believed the Thing could beat the Hulk.

Back at the press conference, Rob, you said something I really liked... that this would be a return to the pure and true-of-heart heroes. So what is a hero in your book?

I think it's important to discuss this because there were several factors that affected my enthusiasm for this project. And one of them was to work on these specific characters. If it had been to work on the X-Men, I definitelywould have passed. The X-Men is a dark place and the characters are either hated or angry and they're not so much heroic... it's like they're soldiers and that, I think, was the approach that brought Cable to the forefront.

But with Stan and Jack's stuff, they were noble heroes. They had to realize they had

A lot of the new Characters these days are designed with ulterior motives, hidden agendas, warped childhoods and revenge driven.

power they had to use for good or evil and they chose to use it for good. I mean, what is the motivation for that guy every day to go and fight people, and hurt himself. Same with Captain America. He became the Super Soldier when he was drafted into the army but he never once regretted it. To me a hero is somebody who fights for noble causes. And sees other people as more important than himself. And all these characters that encompass our deal have that same thing. They're mythic characters.

Basically they don't question why they act a certain way. In a pure sense, they are the super heroes. A lot of the new characters these days are designed with ulterior motives, hidden agendas, warped childhoods, and revenge driven. The opportunity to go back and touch on the seed of modern day comics really appealed to me.

We've totally gotten away from those kind of heroes. It's not the norm at all. The selfless hero who goes out and fights for the sake of what's good. There aren't many mutant characters that see their powers as a blessing. It's like some burden. In the Fantastic Four, with the exception of Ben who probably carries the greatest loss, they put their butts on the line all the time. When Galactus arrived, they didn't debate about what they should do. They just did it. And that's really the appeal of the stuff.

I'm gonna go real cosmic on ya here, but I think the world is without heroes right now. The thing that appeals to me about Cap is that he can play against the world of today, a world where the American society is exposed to numerous terroroist activities like the Oklahoma bombing, the derailment of the train in Arizona... I mean the world is so filled with thast stuff, and there's a lot of racial lines... Rodney King... O.J. It seems we've lost faith in everything. So Cap is a symbol that unites people. It's kind of ushering the age of the hero in all over again.

What's the secret origin on how you guys came back here?

Several factors. Jerry Calabrese approached us and said, "We're not here to put you guys out of business. We're not here to shut you guys out. We think you're going to be here for a long time and we'd like to do business together." And out of that initial dialog came the idea of revamping the core of the original Marvel heroes.

Sometimes it's as easy as a phone call. Jerry said he'd like to be back in business with us in any capacity. And it took a few meetings I think for us to believe what he was actually saying. We'd come to believe that Marvel and Image would always be warring factions. This is a peace treaty. And good things are going to come of it.

The selfless hero who goes out and fights for the sake of what's good
- Rob Liefeld

In books like the FANTASTIC FOUR, are there plans to use characters like the FF's postman, Willie Lumpkin, the Black Panther, the Silver Surfer, the Inhumans, and other characters that...

All of those guys... Happy and Pepper Hogan ... maybe we'll do The tragic Death Of Happy Hogan. It's funny reading some of the stuff on the internet, people think we're going to trash the whole mythos and we're like 'wait a second.' Why would we want to work on these characters if we were going to change them completely? There's a great deal of reverence towards the source material and the fact that it worked so well. It's really going to be more of an updating than "Willie Lumpkin is now a cyborg secret spy for Doctor Doom". Those guys will be around. I'm not going to do a whole story on Willie Lumpkin. But certainly the Black Panther. But they'll be portrayed in a more contemporary way. I want to keep a lot of the early tone, but more contemporary . I don't want to make it less of a family. I want to get back into the squabbling which was part of the team. I don't want to make it domestic. This isn't the Cosby family as super heroes.

How is it different working with Marvel now than it was a number of years ago?

I don't know, ask me in a couple of months.

These are really the POW-BAM characters of the Marvel Universe. The X-Men are more intellectual or psuedo-intellectual. But when you get down to real power, these are the stories that have the great cosmic events, the great super hero battles.

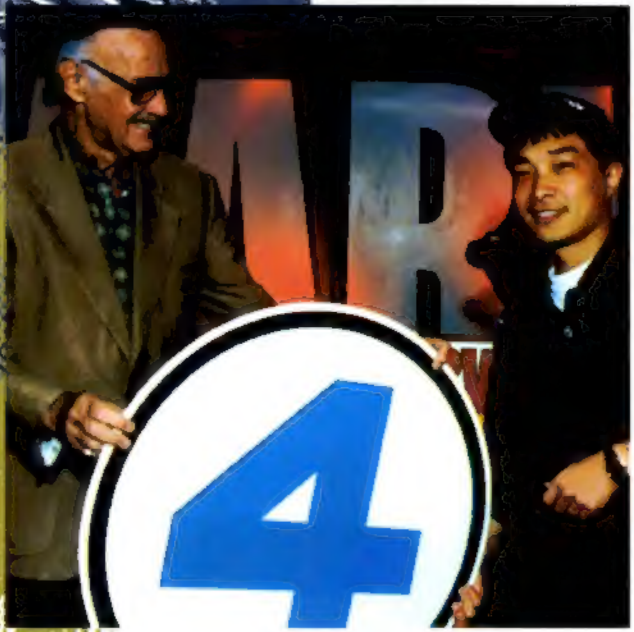
I really hate to keep evoking Jack and Stan, but it was really well shown in MARVELS by Alex Ross and I felt that something needed to change. All today's stories happen in sewers or high-tech factories. I felt the grandeur was lost. There's a lot more....and this is going to be a challenge for us, but we wouldn't have taken this if we didn't think we could do something with it. Based on the concepts and the execution of those concepts.... we have an incredible workload ahead..

Are you guys getting any heat for this.

Nothing I haven't already read on the Internet.

My career has always had some sort of....

It's more a source of amusement now. It makes for interesting reading when you're sitting on the can.



"you know what else Really Solidified my Faith in this project is when Stan Lee got up and spoke about this."

The thing is, I think this could be something that gives the entire comic industry a boost. There are some hard-core fans that really dig it. And, some hard-core fans that have some real concerns. They question how really conversive these characters are with today's comic books. But then, a lot of the retailers I talk to, they couldn't be more thrilled. This is a real opportunity.

You know what else really solidified my faith in this project is when Stan Lee got up and spoke about this. He was very magnaminous in laying praise on both Rob's and my shoulders. You sometimes forget that this is the guy who co-created all these characters. He gave us his blessing. And he's behind this 100%. When he heard our story ideas and what we want to do with these characters. He was happy we were coming back.

I talked to Stan at the New World building the other day. He wanted to hear my ideas... and there was genuine excitement when he did. He would have told us if it stunk. He really obviously has a love for this stuff. Ya know, wait till the books come out, then tell us what you think. Anything else is just based on ignorance. People who don't want to pick it up... well it'll be their loss.

What stuff has Marvel been producing since you left that you really like?

I enjoyed "Age of Apocalylpse." It was a cool idea and it was really well executed. I think Mark Waid and Ron Garney's CAPTAIN AMERICA has been really cool.

The Frank Miller/John Romita Jr. DARDEDEVIL: MAN WITHOUT FEAR was really cool.

And MARVELS was really awesome. It definitely showed those characters in new ways. I follow a large majority of the X-titles.

The Joe Madureira stuff is really slick. So's GENERATION X. Different take alltogether. Chris Bachalo. And Scott Lobdell.

The Marvel Comic most in need of a Devil Dinosaur/Moonboy Guest appearance?

I'm going to use Devil Dinosaur in the FANTASTIC FOUR. He's going to be out there in Africa with the Black Panther. Just Kidding. Anyhow, I think if the readers can get beyond the politics of this thing and just try to get into the event they'll enjoy the book.

I would like to at least say this so it gets added in somewhere. Jim and I are still involved 100% in Image Comics. People think that this will disqualify the reasons that we originally left

> I talked to Stan at the New World building the other day. he wanted to hear my ideas... and there was **Genuine Excitement** when he did.

Marvel. We each are now responsible for incredible comic lines—like 25 books each. And I've been playing with my own toys which is something I wanted to do for a long time. And now I have those, and they're over here on the side. But now I have come back and the opportunity to get to play with this stuff and it's really too great. It was time for it. I remember when John Byrne took over Superman. It killed me. It was like wow. I'm going to actually get to see what Superman is going to be like. This is like that. I don't think there's been anything like this for a long time. Cause Jim and I, we were never supposed to be able to do anything like this again. It's important for people to know that Jim and I love comics and we want to do this as well as maintaining our other stuff.

When Image first started there was this huge debate on who's most important, the artist or the writer. What do you think in retrospect?

You can't diminish the right role with the right actor. Sean Connery is James Bond. Arnold Schwarzenegger is the Terminator. You cannot separate the two. I think we're both important. And at the time Image began, I wanted to be ackowledged for my contributions. Industry wide, artists are more regarded and have more commercial power. But it's a team effort all the way.

At the conference you both said you were excited to once again be working with Bob Harras.

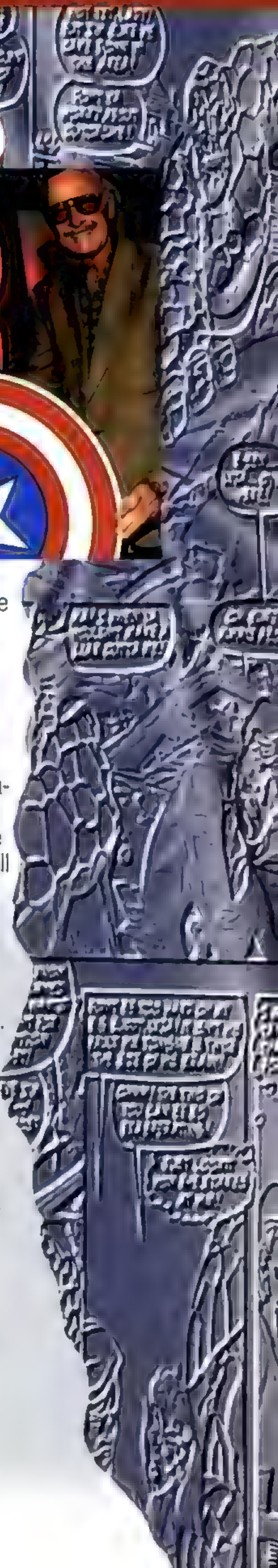
Definitely. He's the man for Editor-and-chief. He has great sensibilities. It couldn't have happened without Bob. He has the right instinct. I feel better about Marvel Comics as a fan with Bob in charge.

Can you give some names of people who are going to be working on this...

As far as artists... myself, Stephen Platt, Chap Yap, and hopefully Ron Garney. But it's still kind of early.

Whilce Portacio, Scott Williams, Brandon Choi, Brett Booth, Ryan Benjamin... these are guys who are in my studio. These are monthly books. And that's going to play a role in the team that gets put together.

Keep an eye out for future issues of Marvel VISION for this new era in the Mighty Mythos of Marvel Heroes.



BUGLE SPECIAL: THE HUMAN TORCH'S TIPS FOR A HOT VALENTINE'S DAY!

THE DAILY BUGLE

WEDNESDAY, FEBRUARY 14th, 1996 / Today, Sunny, mid 30's; Tomorrow, windy, low 20's; Details, Page 24 **50¢**

CAPTAIN AMERICA: BANNED FROM THE U.S.A.!

An Exclusive by Bill Rosemann

Captain America, the shield-wielding "Super Soldier," was charged with treason and deported from the country he has defended for over six decades. An unnamed source within the Pentagon revealed to the Daily Bugle that the legendary "Sentinel of Liberty" was stripped of his citizenship due to crimes which he perpetrated during his recent association with the terrorist known as the Red Skull.

"Under Executive Order, agents of the United States Army Criminal Investigation Department placed Captain America under arrest on charges of treason. He was then brought into the Oval Office for a conference with the President and U.S. Army General Jack Chapman. General Chapman then leveled allegations against Captain America that the President could not ignore. Following a short recess, the President relieved the Captain of his citizenship and had him deported to an unknown location," said the source.

CONTINUED IN CAPTAIN AMERICA #450

AVENGERS BATTLE HULK IN ANTARCTICA

By Ken Elliot

In an effort to avoid military action, the super-powered team known as the Avengers, have engaged their former teammate, the Hulk, in southern Antarctica. The Avengers's attack was provoked by the Hulk's recent actions. Calling himself the Maestro, the Hulk released a statement yesterday in which he claimed to be the leader of the terrorist organization known as the Alliance, the same group that bombed commercial airplanes, passenger ships, and major landmarks including the White House and the Kremlin.

"We don't know what his game is, but we do know his actions cannot go unanswered. U.S. forces have an airstrike prepared, but considering the fact that he is a team founder, we feel this is a matter best handled within the ranks of the Avengers," Doctor Hank Pym (aka Giant Man) said during an emergency press conference.

CONTINUED IN INCREDIBLE HULK #440

SPIDER-MAN BONDS WITH CARNAGE

By Ben Urich

The costumed adventurer known as Spider-Man, still wanted for the theft of a body from the New York City morgue, has undergone a bonding process with the Carnage symbiote. Bystanders report that Spider-Man was battling not Cletus Kasady, the original Carnage, but an unidentified individual, before the melding incident occurred. A detainment squad, led by Ravencroft Security Chief Colonel John Jameson, has joined the NYPD S.W.A.T. units now in pursuit of Spider-Man.

"While Kasady was undergoing rehabilitation in the Ravencroft Institute, a person with Carnage-like attributes was committing crimes throughout the city. It is not known how the symbiote managed to gain access to the outside world, but apparently this is the case. Spider-Man fought the symbiote, at which point the symbiote bonded with him," Colonel Jameson explained.

Since this meshing process happened, Spider-Man has repeatedly been brutally attacking civilians who he believes are acting in a criminal manner.

CONTINUED IN SENASTIONAL SPIDER-MAN #3, AMAZING SPIDER-MAN #410, SPIDER-MAN #67 & SPECT. SPIDER-MAN #233

FOXFIRE

A NEW SUPER HUMAN, HELPS SAVE UNIVERSE

By Betty Brant

Foxfire, a previously undocumented super human, aided a number of costumed individuals including Thor and the mutants known as the X-Men in ending the threat of a destructive cosmic entity. Super human experts believe Foxfire is but one of many individuals who have recently crossed over from a so-called parallel universe.

"For months now, powerful individuals have been surfacing who we believe come from an alternate reality. This young woman who calls herself Foxfire appears to be the most powerful, and unstable, of the bunch, appearing to be inexperienced with her abilities.

CONTINUED IN FIREFOX #1

TV TUNES IN JUNIOR X-MEN

You think the teens of "90210" have troubles? At least they're not mutants! The new class of X-Men enroll into the school of hard knocks in New World's "Generation X." Airing February 20th on the FOX Network, the made-for-TV movie chronicles the trials and tribulations of a group of young mutants learning to cope with their raging hormones and wild powers. Starring in "Generation X" are: (from left to right, standing back row) Amarilis as "M", Suzanne Davis as "Buff", Jeremy Ratchford as "Banshee", Finola Hughes as "White Queen", (Middle) Bumper Robinson as "Mondo", (from left to right, crouching bottom row) Agustin Rodriguez as "Skin", Randall Slaviñ as "Refrax", and Heather McComb as "Jubilee".

Fantastic Four 2099

Artist Matt Ryan's Sketches and Pages!

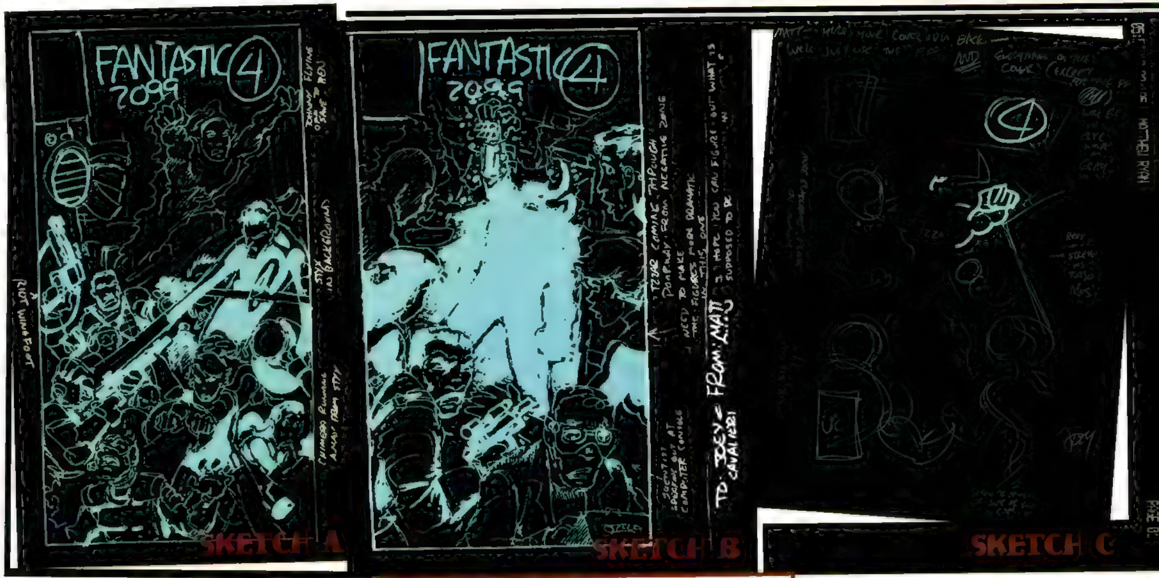
A Sneak peek of the cover to FANTASTIC FOUR 2099 #6

As with any publication, a comic book's cover is one of its most important elements. One of the best ways to create a successful concept for a comic book cover is to take the most dramatic scene from a story and condense it into an even more powerful image. The cover to FANTASTIC FOUR 2099 #6 uses just this technique. It spotlights the introduction of a powerful new villain, The Tzzar of the Negative Zone, while retaining the drama and mystery of who he is, and what he looks like. Hopefully this is enticing enough to the reader to pick up the book, flip through it and from there, be interested enough to buy the book.

A cover idea usually begins with the penciler after he's perused the plot, here, FANTASTIC FOUR 2099 penciler Matt Ryan has offered up two ideas for possible covers.

a. The first idea, though dynamic and full of nice shots of our heroes using their powers, really doesn't tell you much about what is going on in this story.

b. The second sketch is much more successful, although, as Matt himself points out, our heroes need to be more dynamic. He's included a character who has obviously just made a mistake at his computer (and don't we all just know how bad those can be!) and the central figure smashing through in shadow is obviously somebody to be reckoned with. Some funny Cavalieri cover copy and this would do just fine!



But wait! All that's just not going to work for our intrepid 2099 Editor Joey Cavalieri. He's got a better idea! He's even got coloring suggestions, for even more visual impact, to keep the FF 2099 in black, white and gray! So he rearranges Matt's second sketch to look something like this...

c. Joey's pumped up the Tzzar and made him even larger and more menacing on the cover. He's made the suggestion to make Johnny's flames more elaborate, have Reed stretching and twisting, add the Thing (the most visual character of the four), and, boys will be boys, to "show as much of Sue as you can."

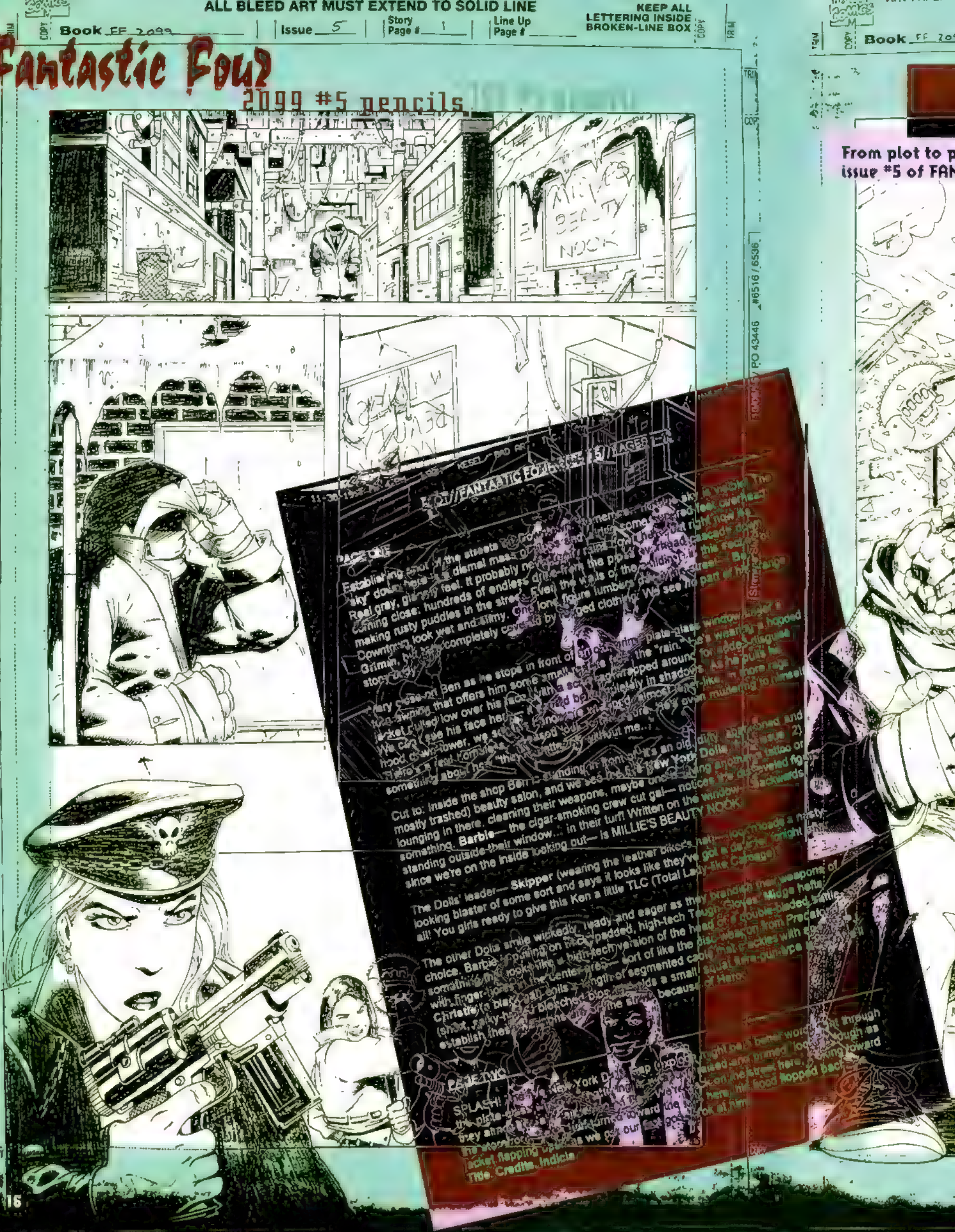
And ta-da! There it is, from sketch to pencils. As you can see, the final product is the collaborative effort of Matt and Joey, highlighting all the successful elements from both their ideas.

From here, the cover will be passed along to Al Williamson, inker extraordinaire, and then to the colorist. Finally, the Bullpen adds the logo and cornerbox, plus any other funky features like breaking up the logo or adding special computer effects.

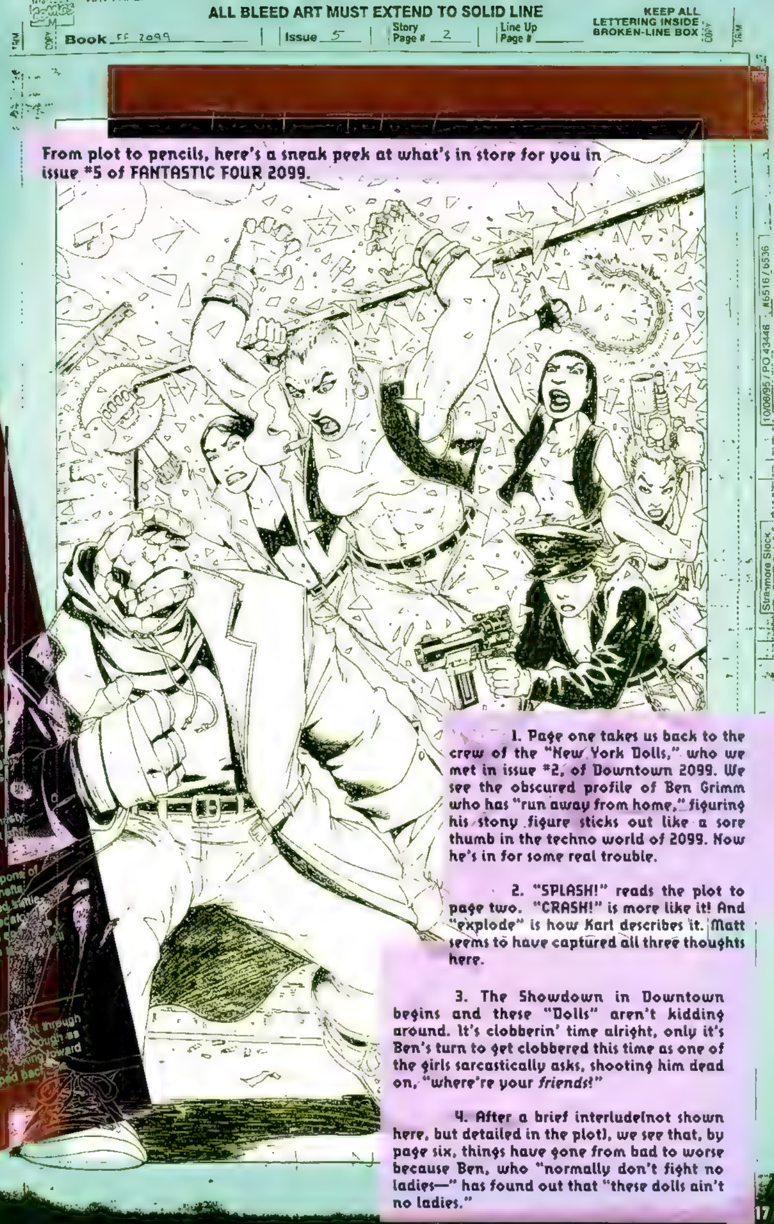
The Tzzar of The Negative Zone

For the design of the Tzzar of the Negative Zone, writer Karl Kesel asked for a villain, "older and ornery looking, mane streaked with silver, a nasty scar across one unblinking, white eye, but dangerous, like Maestro in the HULK." Matt Ryan takes it from there, and here are the final results!

Fantastic Four 2099 #5 pencils



From plot to pencils, here's a sneak peek at what's in store for you in issue #5 of FANTASTIC FOUR 2099.



1. Page one takes us back to the crew of the "New York Dolls," who we met in issue #2, of Downtown 2099. We see the obscured profile of Ben Grimm who has "run away from home," figuring his stony figure sticks out like a sore thumb in the techno world of 2099. Now he's in for some real trouble.

2. "SPLASH!" reads the plot to page two. "CRASH!" is more like it! And "explode" is how Karl describes it. Matt seems to have captured all three thoughts here.

3. The Showdown in Downtown begins and these "Dolls" aren't kidding around. It's clobberin' time alright, only it's Ben's turn to get clobbered this time as one of the girls sarcastically asks, shooting him dead on, "where're your *friends*?"

4. After a brief interlude(not shown here, but detailed in the plot), we see that, by page six, things have gone from bad to worse because Ben, who "normally don't fight no ladies—" has found out that "these dolls ain't no ladies."

2099

SPIDER-MAN 2099 No. 44
Peter David/Ron Lim/Harry Candelario
Sub-Mariner and Spider-Man make waves as they battle for the fate of Atlantis! And don't think it'll be smooth sailing when the Venom symbiote is set free!
(Shipping 4/2/96)

DOOM 2099 No. 42
Tom Peyer/Dale Eaglesham/Scott Koblish
"Rage Against Time"—Part 3 (of 4) Tearing apart the modern-day Marvel Universe, Doom sucker punches Daredevil & Doctor Strange! Plus: learn Doom's plans for his future & our present!
(Shipping 4/16/96)

X-MEN 2099 No. 33
John Francis Moore/Jan Duursema/Scott Koblish
The Lawless return—just as a new villain starts killing them! And by the way, is Rosa's baby really the mutant Messiah?
(Shipping 4/23/96)

Fantastic Four 2099 No. 6
Karl Kesel/Matt Ryan/Al Williamson
Reed tries to figure out what happened to the FF by going back to the source—the Negative Zone! Meanwhile, the Thing takes on the Retro Rockettes on Yancy Street! What a revoltin' development!
(Shipping 4/30/96)

X-NATION 2099 No. 4
Tom Peyer/Humberto Ramos/Jimmy Palmiotti
Ladies and gentlemen, step right up and see the X-Nation circus freaks! The kids are put on display as unusual "specimens" who oppose the mighty Herod. Featuring ties to X-MEN and the art of WIZARD "Up & Comer" Humberto Ramos!
(Shipping 4/9/96)

VIDEO VIRTUOSITY

If it isn't comic books or action figures, it's video games. In today's entertainment medium, video games make up a big piece of the pie. There probably isn't a household in America that doesn't have a home video game system in it. And if not there then you can bet the local pizza parlor or arcade is just around the block. Pizza parlors always have the arcade best games.

Well, when it comes to producing top quality arcade games, CAPCOM is no stranger to excellence. Not too long ago CAPCOM came out with a coin-op fighting extravaganza based on Marvel's mighty mutants. I think you remember it, X-MEN: CHILDREN OF THE ATOM. For me, the mass appeal of this game was, ifyou had an argument with a friend over whether or not Wolverine could beat Colossus in a fight, this game allowed you to prove it, special moves and all. Under CAPCOM's format you could pit hero against hero. And to make it more exciting, CAPCOM's designers threw in a few X-Villains like Silver Samurai and Omega Red.

Well, coming soon is their follow-up to that fighter-style game sensation. MARVEL SUPER HEROES is the next installment in CAPCOM's coin-op portfolio. This game again offers the same hero vs. hero concept as its X-predecessor. Only this time you command heroes like Captain America, Iron Man, Hulk, Psylocke, and Spider-Man . Now of course you're thinking, "What, no villains?!" Wrong, Magneto and Juggernaut make repeat performances from previous games, while Blackheart from the pages of GHOST RIDER and the extra-dimensional nasty, Shuma Gorrth make their video game debuts.

So what are you waiting for? We'd love to give you some insider secrets to the game but nothing more than the look and general game play feel was available at this writing. And believe me, the game feel is smooth. Each character is modeled toward his or her respective personality and each has their own set of special moves. So my suggestion to you is, go out and find the game and play till your fingers fall off. That way you can find the secrets for yourself and you won't have to ask us to do all the tough stuff. Jeez!

-Tom Kolston

THE INVINCIBLE IRON MAN

terry KAVANAGH

IRON MAN is quickly catching the eye of many new readers and making it the most talked about book since GENERATION X. The reason is obvious: there's a new man beneath the armor. What's so big about that, you say? Been there? Done that? Well, the most peculiar thing about the new man behind the mask is that he isn't quite a man at all. He's a nineteen-year-old. What's even more peculiar is that he isn't new, either. He's Tony Stark. A little bit confused? Don't be. Marvel VISION recently had a chance to chat with the driving force of the outfit, the real man behind the mask, writer Terry Kavanagh, to get the inside scoop.

Marvel VISION: To clear things up a bit, why not fill us in on the events that led to recreating a new Iron Man?

Terry: First off, I want to say that this isn't exactly a new Iron Man. It's still Tony Stark, the same character that we've known and loved for years. The difference is, this is a Tony from years past, one prior to the formation of Iron Man.

MV How did you pull that off?

TK Near the climax of AVENGERS: THE CROSSING, the Avengers were essentially fighting their greatest battle ever, against their former friend, Tony Stark, aka Iron Man. What they needed was a weapon powerful enough to defeat Tony. So the assembled group of AVENGERS writers and editors decided what more powerful a weapon is there to use against a person, but himself? So in AVENGERS: TIMESLIDE, Captain America, Jarvis, and several other Avengers make the jump back in time to retrieve a more innocent, pure Tony Stark, before his corruption at the hands of Kang, which happened way back around AVENGERS #8.

MV Thereby freeing Tony of his evil, darker side?

TK Right. And after making the jump back into present time, they successfully defeated the older, corrupt Tony Stark in AVENGERS #395, where he ends up dying. But there was a price. During the battle, where young faced old, the older Tony ripped out the teenage Tony's heart; this event parallels the heart damage that Tony originally sustained just before becoming Iron Man in TALES OF SUSPENSE #39. Luckily, young Tony went through a delicate operation in AGE OF INNOCENCE: THE REBIRTH OF IRON MAN and [illegible]. And now, the Marvel Universe has a Tony Stark—like before—but a version of him none of us are used to.

MV So why the big change? If you're going to create a new Iron Man, why have it be the same guy? Why not start from scratch?

TK The character of Tony Stark wasn't

the problem. It was all the excess baggage that a character tends to accumulate over the years. We didn't want to just get rid of Tony Stark, a character with such a rich history and one we all cherished so much. What we wanted was to relieve Tony of all the excess baggage, and at the same time make the character more accessible to our rapidly changing audience. Hence, the nineteen-year-old. A character which hopefully many of our readers will relate to.

MV So now you have a more accessible character, a dynamic story change, and a solution to the problem of how to defeat the older corrupt Stark?

TK Yeah, a plot device so clever, we could kill several birds with one big stone of iron.

MV This new direction will probably create some big dilemmas for young Tony?

TK IRON MAN will now deal with the repercussions of what happens when a nineteen-year-old boy finds himself flung into the future—a future where his older self was not only a multi-million dollar inventor and industrialist, but also an Avenging super hero named Iron Man.

MV What's the first step?

TK Since Tony's nineteen, our first step is to get Tony into college—Columbia University, in fact. We wanted to keep him in NYC for a while. At Columbia we'll witness all the usual things a young guy experiences in college . . . frat parties, tough professors . . . girls. What kind of messes he'll get into is anybody's guess!

MV How will the Avengers explain the sudden disappearance of Tony Stark and Iron Man plus the simultaneous appearance of a younger Tony Stark?

TK A press release by Stark Enterprises will reveal to the media that Tony Stark was, in fact, Iron Man and that he recently died in battle. People had been speculating for years that Iron Man and Stark were one and the same—now they'll know for sure. As for a nineteen-year-old living under the same name, what's so weird about that? There are plenty of people around the world with the same name. Why can't there be two Tony Starks?

MV What about Tony's company, Stark Enterprises? If people believe Tony Stark to be dead . . . ?

TK The fate of Stark Enterprises is up for grabs right now. It will probably end up being run by a board of directors for a while, until a time when young Tony can figure out what to do with it. Though I wouldn't be surprised if some greedy relative tries to wrest control.

MV Sounds ominous. Why not tell us who else is working on the book with you?

TK Joining me on IRON MAN every month will be Jimmy Cheung, the talented British artist who's been working on the book since issue #322. Jimmy was a goldmine of inspiration in establishing the

TONY STARK

definitive new look for the younger Tony. He's perfectly captured the essence of the character in the way he looks, dresses, and reacts visually. The cast of characters he designed is also right on the money. Mark McKenna handles the inks, John Kalisz colors the book and Phil Felix letters it.

MV If Tony is not going to be staying at Stark Enterprises, where is he going to be?

TK Tony will be living on campus like most normal students, but he'll retain a secret laboratory at Avengers Mansion where he'll continue his scientific experimentation and passion for inventing. This will essentially be his secret identity thing. Tony is going to find it harder and harder to drop in and out of a super hero headquarters while trying to maintain the illusion of a regular Joe to his friends. This could get him into some sticky situations. I also find it weird that Tony will have to be sneaking in and out of Avengers Mansion. (Avengers Mansion was the Stark family home. Tim)

MV What about the rest of IRON MAN's supporting cast now that the status quo has been so drastically changed?

TK Don't expect everybody to disappear. Happy and Pepper Hogan will be staying on, perhaps in parental roles. Masque will stay around, in some form or another (literally). And War Machine—Rhodey—might return to the series. Bethany Cabe will serve as the executor of the older Tony's will and act as young Tony's financial benefactor. She's in the know about the whole situation. Which might prove interesting, considering that the man Bethany once deeply loved is now almost half her age!

MV How about the other Avengers?

TK Since Tony will be in and out of Avengers Mansion just about every day, expect to see Cap and all the others. Jarvis the butler, who's known Tony since he was a child, will play a pivotal role in young Tony's life. He'll be delighted at the sudden return to life of his young master, and then be dismayed at his being whisked away to college. This will prove difficult for Tony's faithful servant and friend. Hawkeye will also be around a lot, acting as a tutor of sorts when it comes down to the super hero aspect of Tony's character. It's a role reversal for these two, obviously.

MV And what about that aspect—the super hero business?

TK While Tony won't have any armor per se in the very beginning, he will be systematically building a new suit of armor over at Avengers Mansion. We'll see a glove or two first, then a chestplate, then the whole shebang! He will, however, be quite hesitant to use the armor at first. He's almost fearful of science now, after seeing the mayhem he created as an adult. He's afraid of following in his own footsteps. But he will rise to the challenge when needed.

MV Which brings us to the next topic—villains.

TK Just because Tony won't be in the armor all the time doesn't mean IRON MAN won't be without its usual cast of bad guys. A new villain named Frost (a variation on Blizzard) will be appearing first and then later on, expect to see an exciting line-up of both old and new villains. But mainly new ones.

MV Should we rule out the possibility of a Mandarin story?

TK Definitely not.

MV What should we expect in the future from IRON MAN?

TK Expect a mixture of super heroics with the odyssey of a young man out of time trying to adjust to the situation. It will be the spirit of both adventure and fun with the drama of youth reintroduced to the title.

—Mike Marts

heavy mettle

HEROES

AVENGERS UNPLUGGED No. 5
Glenn Herdling/M.C. Wyman/Tom Palmer
The new Captain Marvel (Monica Rembeau) vs. the newer Captain Marvel (Genis Mar-vell)for the right to that honored name! History happens here for only 99 cents!
(Shipping 4/2/96)

CAPTAIN AMERICA No. 452
Mark Waid/Ron Garney/Scott Koblish
"Man Without A Country"—Part 3 (of 4) Exiled from America, the super soldier and Sharon Carter hunt Machinesmith across the globe as the count-down to World War III clicks towards zero!" CAPTAIN AMERICA...Two words: Still incredible." (Overstreet's Fan)
(Shipping 4/2/96)

SERGIO MASSACRES MARVEL No. 1
Mark Evanier/Sergio Aragones/
Various Inkers Sergio Aragones Levels The House Of Ideas! It'll all hit the fan unless someone draws every book in ONE day!It's up to the Groo guru to whip up one wacky war starring Spider-Man, The Hulk, The X-Men, The Fantastic Four and more! Shhh...don't tell Stan! "You can't miss by buying a copy of this title. It should be a hoot." (Chuck Rozanski, Mile High Comics)
(Please Note: this is a re-solicit for a product originally offered in December—but now it's $1.45 LESS!)
(Shipping 4/2/96)

IRON MAN PRESS POSTER No.226
Chris Moeller
The invincible armored Avenger cuts loose in a painted print so real it'll scorch you with repulsor rays!
(Shipping 4/9/96)

SILVER SURFER: DANGEROUS ARTIFACTS
Ron Marz/Claudio Castellini
Claudio Castellini Unleashes The Silver Surfer! The rising star who rocked comicdom in MARVEL VERSUS DC follows up with a space saga with art so awesome it will make grown men weep!This 48-page epic has it all: Galactus, Thanos, Skrulls, stellar scripting by Ron (Green Lantern/SILVER SURFER) Marz, and visuals that will burn holes in your corneas!
(Shipping 4/9/96)

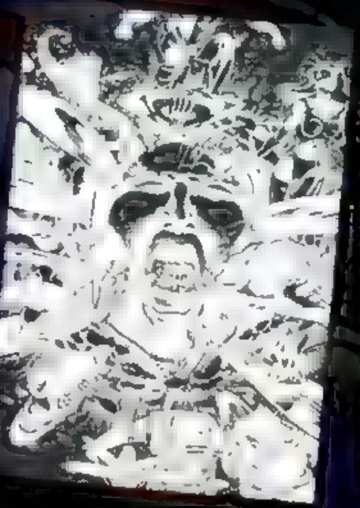
THING PRESS POSTER No. 224
Paolo Parcute It's Clobberin' Time! Aunt Petunia's blue-eyed nephew smashes death-bots into scrap in this fantastic fully-painted poster!
(Shipping 4/9/96)

THOR No. 499
William Messner-Loebs/Mike Deodato Jr.
What do you do if you want to kill someone whose bodyguard is Thor? Hire a hit-man who's one of his old enemies! "[Mike] Deodato's THOR is flying out the door...The demand far outstrips supply for this title." (Overstreet's Fan)
(Shipping 4/9/96)

IRON MAN No. 329
Terry Kavanagh/Jimmy Cheung/Mark McKenna
What would you do if you were a teenager with the world's most powerful suit of armor? "IRON MAN and PUNISHER are making heavy waves again, due to Marvel's heavy revamp of each character." (Wizard)
(Shipping 4/16/96)

AVENGERS No. 399
Mark Waid &Terry Kavanagh/Mike Deodato/Tom Palmer
Two unbeatable foes are closing in, and only one man can pull them through!Who can save the Earth's Mightiest Heroes? It sure ain't Jarvis!" The past six months have moved THE AVENGERS to the top of the list of rising Marvel hits."(Comic Shop News "Hot Picks")
(Shipping 4/23/96)

FANTASTIC FOUR No. 413
Tom DeFalco/Paul Ryan/ Danny Bulanadi
"End Game"—Part 1 (of 3) Continued from DOOM 2099 #42! The FF's armored adversary (from the far-flung future) invades Four Freedoms Plaza Plus:Mr. Fantastic seeks out the one being with enough power to destroy Hyperstorm: the world-devouring Galactus! "Now that Reed and Dr. Doom are back (sales on) FANTASTIC FOUR catapulted." (Wizard)
(Shipping 4/23/96)



SILVER SURFER No. 117
George Perez/Tbdit's the legion of cosmic-powered Surfer owners vs. the Blackbody Surfer! Winner gets all the Star Soarer's parts! C'mon Norrin Radd, pull yourself together!
(Shipping 4/23/96)

TIME SLIP

is a new series offering the chance to see how the original Marvel Universe characters would look if first designed by today's hot creators.

THIS TIME: A COMIC BOOK FEATURING A MODERN DAY KNIGHT OF OLD. IT'S GOING TO BE CALLED IRON MAN!

Your name is Guy Davis. You've created the cult classic *Baker Street*, penciled *Sandman Mystery Theater* since its first issue and continue to be one of the industry's foremost artists. But this is different. This is Stan "The Man" who's talking to you. And Marvel Comics is about to be born...

"NOW, GUY, THIS IS HOW IT WORKS. TONY STARK WAS A MUNITIONS OFFICER IN VIET NAM, AND HE TOOK SOME WRONG STEPS ALONG THE WAY, ONE OF WHICH LED TO HIM CREATING A NUMBER OF WEAPONS USED BY BOTH SIDES DURING THE WAR. WEAPONS THAT, IN OTHERS' HANDS, KILLED A LOT OF PEOPLE. ANOTHER BAD STEP WAS PLANTING HIS FOOT TOO CLOSE TO A LAND MINE.

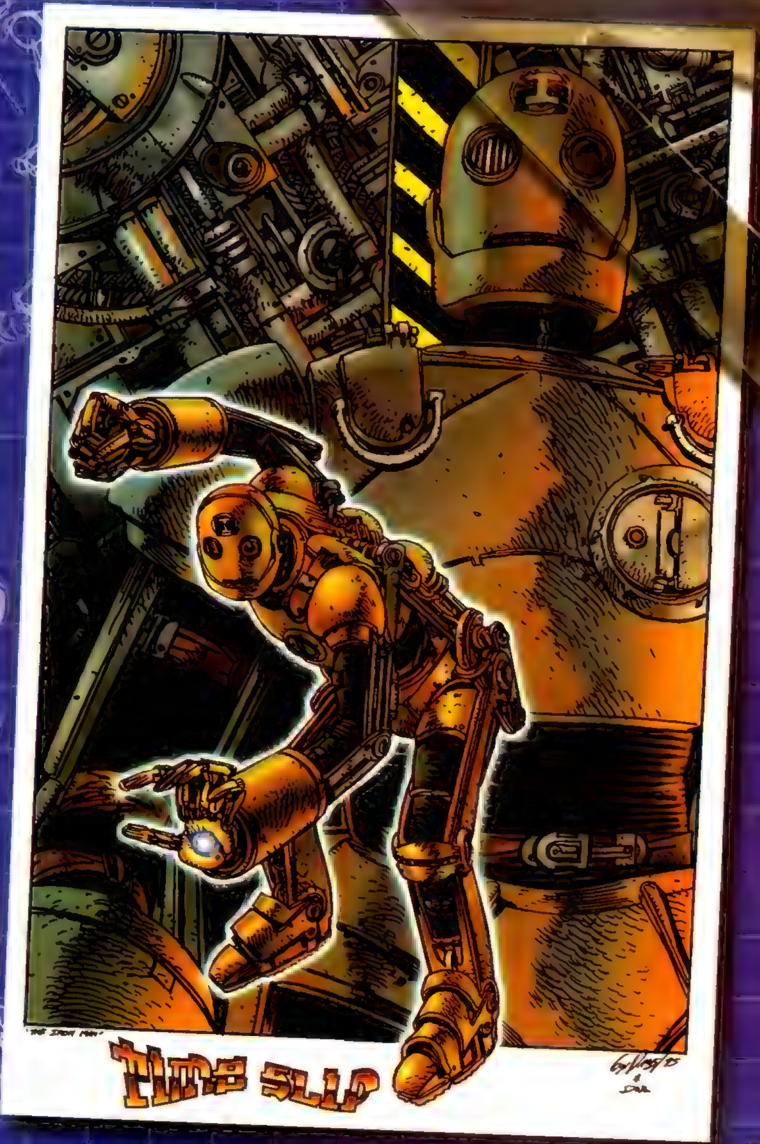
"HE WAKES AFTER THIS BOMBASTIC BLAST IN THE CAMP OF THE ENEMY WITH A PIECE OF SHRAPNEL VERY CLOSE TO HIS HEART, AND GETTING CLOSER EVERY MINUTE.

IT'S 1962 AGAIN... AND STAN LEE HAS JUST HAD A NEW IDEA!

"YOU COULD SAY HE GOT WHAT HE DESERVED. TONY, WHO'S ONLY DAYS AWAY FROM DEATH BECAUSE OF THIS PIECE OF SHRAPNEL, BEGINS BUILDING A SUIT OF ARMOR THAT WILL KEEP HIS HEART GOING...AND BE THE MEANS OF HIS ESCAPE. SO WHILE HIS CAPTORS BELIEVE HE'S BUILDING THE ULTIMATE WEAPON FOR THEM, HE'S REALLY MAKING HIMSELF INTO THE FIERCEST ENEMY THEY'VE EVER FACED—SOMEONE WITH THE POWER TO DESTROY ALL WHO FALL BEFORE HIS PATH. THEY WANTED A WEAPON, AND HE GAVE THEM ONE...HIMSELF.

"NOW, GUY, HUMBLED BY THE LIVES LOST BY HIS OWN INVENTIONS, TONY RETURNS TO THE STATES AFTER THE WAR TO BUILD STARK ENTERPRISES AND VOWS TO DEVELOP TECHNOLOGY FOR THE BETTERMENT OF MANKIND. AND WHAT HAPPENS TO HIS SUIT OF ARMOR, YOU ASK? WELL, HE MODIFIES IT AND BECOMES AN INVINCIBLE FULL FLEDGED FLAG-WAVING SUPER HERO. AND THAT'S WHERE THE ACTION REALLY BEGINS.

"I WANT IRON MAN SKETCHES THIS AFTERNOON, GUY, AND A FINISHED PIECE TOMORROW!"



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This guy is excited. His light blue eyes are bugging out of his head, he's swinging his legs against the arm of the chair they're draped over, and he's nervously and repeatedly setting off a toy that bleats forth a loud rasping sound which purports to be the cry of an exotic [if not entirely fictional] brand of monkey.

This guy is DAREDEVIL editor James Felder, and he's excited because he's about to spill his guts on the April revamp of the book's creative team. He's also about to unload a ton of dirt on the character's checkered past and uncertain future. Tossing aside the artificial monkey, he leans further back in his chair.

"Well, first of all, Karl Kesel is taking over the book. I think Karl's one of the best super hero writers around." When writer J.M. DeMatteis left the book after a year-long stint, Felder wasted no time in calling Kesel, whose latest work, including DC's "Superboy" and "Batman" has won praise from critics and fans alike. Cary Nord, whose most recent work can be seen in the Marvel/DC amalgam book BRUCE WAYNE: AGENT OF S.H.I.E.L.D., joins DAREDEVIL as the series' regular penciler. "I've always loved Cary's work. I think it's just great," expostulates the delighted editor. "So I was really excited when I showed his stuff to [editor-in-chief] Bob [Harras] and he said, 'This is exactly the guy who should be doing DAREDEVIL'."

The team is expecting to establish the character's new status quo in the space of its first three issues [#353-#355], which Felder describes as "very big and bombastic, very fast paced. We're going to have lots of action, so we'll need lots of space!" These three issues will set the tone for the series, a tone which, according to Felder, was actually established for the character by Stan Lee some thirty years ago.

"The tone of the book is going to be more fun, like it was in the initial Stan Lee issues. The original Daredevil was a very lighthearted guy, cracking jokes and stuff. That's an element that's been ignored for about the last twenty years. It's quite consciously supposed to be a dashing, quick-paced book. The title should pretty much define it!"

While Daredevil's sense of humor was drifting out of focus over the years, his radar sense was becoming keener—in a recent issue, he was able to identify the subjects in a photograph given to him, and in another he was able to bust a three-card monte dealer by "seeing" the faces of the cards—despite the fact that the character is blind. Felder never bought any of it.

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(continued from previous page)

"The original Stan Lee concept is that he has the radar sense, but it doesn't define everything. It's not a topographic map. It gives him audible clues on where objects are, and that's how he figures things out. He's part Sherlock Holmes, part Ellery Queen. It's much more exciting that way, because he's really a blind man jumping off of buildings, hoping he'll be able to figure out where to land. He's actually *being* a daredevil!"

It is that tension, that lack of certainty, Felder feels, that was responsible for the tangible feeling of energy that permeated DAREDEVIL's early issues. "The concept is really scary. If you look at those Bruce Willis films like "Die Hard", where he's doing all that crazy stuff, that's the kind of stuff that was going on when Stan was plotting DAREDEVIL. There's one issue where Daredevil's going after somebody, and the guy escapes in an elevator. Daredevil literally pries the elevator doors open, and of course, being blind, he can't see anything in the shaft. He leaps out, catches the elevator cable with his cane and goes swinging around it. That used to be the signature thing in DAREDEVIL, the craziness of the stunts."

Something else that many fans regarded as being the character's signature element was the red costume. Felder is adamant on the subject. "That red costume is by far the most successful visual, and I think it defines the character. We're keeping it." Also coming back into play after a protracted and confusing absence, is the law firm shared by Daredevil's alter ego, Matt Murdock and his friend, Foggy Nelson.

"The law practice is great, because Daredevil is blind, and justice is blind. That's one of those cool Stan Lee things, how the characters are so rounded. Matt tries to do things as a lawyer by day, but he's a vigilante at night."

Apparently a dual lifestyle and an inquisitive dry cleaner will not be the only problems Matt will be facing in the near future. Felder and Kesel are planning to reintroduce the law firm in the financial clutches of an as-yet unnamed party.

"One of the first things Matt has to deal with is that this person has qualms about having a handicapped person on the staff. So that's going to be Matt authentically dealing with his blindness and his real life."

So by the end of issue #356, Daredevil will be back in the red costume, Matt Murdock will be back in his law firm, and the series will be clipping along at the runaway pace definitive of the best Marvel books. But Felder shakes his head at the suggestion that the book is "going retro." Instead, he says, the team is hoping to make it one of the hottest books in the Marvel line.

"We're looking back at the character thirty years past its creation, and we're trying to decide which of those original elements will be the most fun for a modern reader. We're trying to take the elements that were strongest in the book from the beginning, and highlight them for the current audience, to make DAREDEVIL as fresh and modern as possible, while keeping true to the original concept."

—POLLY WATSON

"...That used to be the signature thing in DAREDEVIL, the craziness of the stunts!"

MARVEL EDGE

DOCTOR STRANGE

DAREDEVIL No. 353

Karl Kesel/Cary Nord/TBD

A new creative team whacks Daredevil in a new direction! When the law firm is taken over, will there still be a place for DD's alter-ego, blind attorney Matt Murdock? Karl (SPIDER-BOY) Kesel and Cary (BRUCE WAYNE: AGENT OF S.H.I.E.L.D.) Nord begin their run as the new creative team in an issue tailor-made for new readers! (Shipping 4/2/96)

OVER THE EDGE

GHOST RIDER No. 74

Ivan Velez Jr./Salvador Larroca/Sergio Melia

Stacy discovers the identity of the Penance killer—but she'll need John Blaze's help to take him down! Is GHOST RIDER #75 the end of the Spirit of Vengeance? Could be... (Shipping 4/9/96)

INCREDIBLE HULK No. 442

Peter David/Angel Medina/Robin Riggs

The search for the Hulk continues! Doc Samson and She-Hulk join the search! The fate of Omnibus! All this plus: the debut of Rick's talk-show! "The (INCREDIBLE HULK) is well-written and extremely enjoyable month to month." (OVERSTREET'S FAN) (Shipping 4/16/96)

DOCTOR STRANGE No. 90

J.M. Dematteis/Mark Buckingham/
Kev F. Sutherland

Final Issue—The Doctor Is Out! The birth of Chthon approaches! If Vicki Montesi gives birth to this demon it'll be Hell on Earth! Will the Sorcerer Supreme make the supreme sacrifice? By the Hoary Hosts of Hoggoth, it's the final fate of a classic character!
(Shipping 4/23/96)

PUNISHER No. 8

John Ostrander/Tom Lyle/Chris Ivy

His family was wiped out by the mob, now he's waging a one-man war against organized crime—sound familiar? Frank Castle comes face-to-face with a new vigilante, only now Frank's part of the mob—and a target! "PUNISHER and IRON MAN are making waves again, due to Marvel's heavy revamp of each character." (WIZARD) (Shipping 4/16/96)

OVER THE EDGE No. 8

John Rozum/Stephen Jones/Mike Witherby

Elektra strikes! Daredevil's femme fatale, who's been breaking Logan's heart in WOLVERINE, leaps into her own solo adventure! Where else can you enter the mind of the world's most dangerous assassin for under a buck? (Shipping 4/23/96)

OVER THE EDGE™

PLAYING WITH FIRE

ToyBiz Introduces Ghost Rider Action Figures

Ghost Rider has always been a character surrounded by mystery. Where does he come from? What is the origin of his unearthly powers and appearance? Is he an agent of good or evil; protector of the innocent or demon spirit? Even as readers suspensefully seek the answers to these questions in his monthly comic book, a new enigma is dawning in toy stores and comic shops everywhere—the new Ghost Rider toy line! Where does it come from? Who designed this incredible assortment? What other saints and sinners from Ghost Rider's supporting cast will be getting their own action figures? Marvel VISION went straight to ToyBiz for answers.

The whole strange-but-true process began when an unsuspecting Dan Muldoon was appointed product manager of the Ghost Rider toy line. Little did he know what weird wonders he would find as he investigated the history of the characters whose likenesses he would soon be re-creating. "I did some reading up on Ghost Rider," said Dan, "got the first dozen issues of each version and did a quick digesting of who the characters were. It excited me right away, and it seemed to excite a lot of people at ToyBiz."

Excitement quickly turned to action and, by Christmas of '94, the creation of an action figure phenomenon was underway! "Tons of people play a hand in a toy line," said Dan. "There are artists who do the three-views, the sculptors, and Chris Fondacaro, with his whole crew, who put the packaging together. Plus at Marvel, it's not just a one man show."

Together, this fearless creative team made such major decisions as turning the Ghost Rider line into ToyBiz's first set of figures that all glow in the dark. "This was a part of the overall look we were after. And for Ghost Rider it made perfect sense." Dan and company also made sure that, when you buy one of the vehicles, the despicable words "Figure sold separately" do not apply, because each blazing bike comes with its own rider, similar to the individually sold figures, but with a daringly different paint job.

So how many of these tantalizing toys will you be seeing on the shelves? Altogether, the first assortment, now on sale, includes six 6-inch figures, three 10-inch figures, three different motorcycles, a playset, one hand-revved bike (reminiscent of the Evel Knievel stunt bike from the '70s), and three motorized, palm-sized bikes. The second assortment of 6-inch figures is due by summer '96, and will feature five more figures. This will include two versions of Ghost Rider (one of which explodes with a touch to the back), Blaze with a light-up chest, Zarathos with flame-launching hands, and Outcast, who bears a caged Ghost Rider skull dangling from a staff.

What new challenges lie ahead for Dan Muldoon and his courageous crew as they begin working on the third assortment of ToyBiz Ghost Rider action figures? Alas, some secrets must still remain untold. But Dan assured us that these first hot toys are just a warm-up for what's to come. Check back in future issues of Marvel VISION as more of the mystery unfolds...

THE VICIOUS CYCLE

The history of the birth and rebirth of Ghost Rider.

Bearing the boastful cover copy of "The most supernatural super hero of all!", 1972's MARVEL SPOTLIGHT #5 introduced the comic world to the blazing biker known as Ghost Rider. Half hero, half monster, this leather-clad, skeletal creature struck fear into his enemies and awe into his readers; mercilessly defeating his adversaries with bursts of hellfire and demon-spawned strength.

In his first incarnation, Ghost Rider's alter-ego was Johnny Blaze, a circus stunt man who paid the price for making a deal with the devil. Blaze's soul was melded with that of the demon Zarathos as payment. 1973 saw the beginning of Ghost Rider's spectacular solo series, where fans were increasingly drawn to this tale of a noble man fighting an inner demon for control of their shared human form. Ghost Rider's success continued until 1981, when Blaze's battle to free his cursed soul finally ended in victory. But the vicious cycle didn't end there.

Writer Howard Mackie and artists Javier Saltares and Mark Texeira were the driving forces behind the reincarnation of Ghost Rider in May of 1990. This time, while trying to save his sister from a gang of gun-toting thugs, young Dan Ketch was transformed into the Spirit of Vengeance when his bloody hand touched the gas cap of a supernaturally charged motorcycle. This Ghost Rider appears whenever innocent blood has been spilled, meting out vengeance against the guilty. Since their first appearance, Dan Ketch and his mysterious alter-ego have fought the most heinous of criminals while continuing the painful search for their true origins.

THE GOBLIN LEGACY LIVES ON

LEGACY OF EVIL

Spider-Man versus the Green Goblin. It's a conflict that has thrilled and captivated comic book readers for decades, ever since the Goblin made his first appearance in THE AMAZING SPIDER-MAN #14. Now, the entire history of the blood feud between these two will be traced in SPIDER-MAN: LEGACY OF EVIL. This new 48-page painted one-shot, written by Kurt (MARVELS, UNTOLD TALES OF SPIDER-MAN) Busiek with art by Mark (WOLVERINE, SABRETOOTH) Texeira, will be released in April 1996.

The Goblin's battle with Spider-Man is a fascinating and unique one. As the Goblin reappeared in THE AMAZING SPIDER-MAN, the stakes of his ongoing war with the web-slinger were always raised: the Goblin eventually learned Spider-Man's true identity, making him the web-slinger's deadliest enemy. The Goblin himself would later be revealed as Norman Osborn, father of Peter Parker's best friend Harry. And the most tragic consequence of this war wasthe death of Gwen Stacy. That story has since become a comic book milestone. In that same story, the Goblin was also killed, impaled on his goblin-glider. Norman Osborn, the Green Goblin was dead. But his legacy of evil lived on.

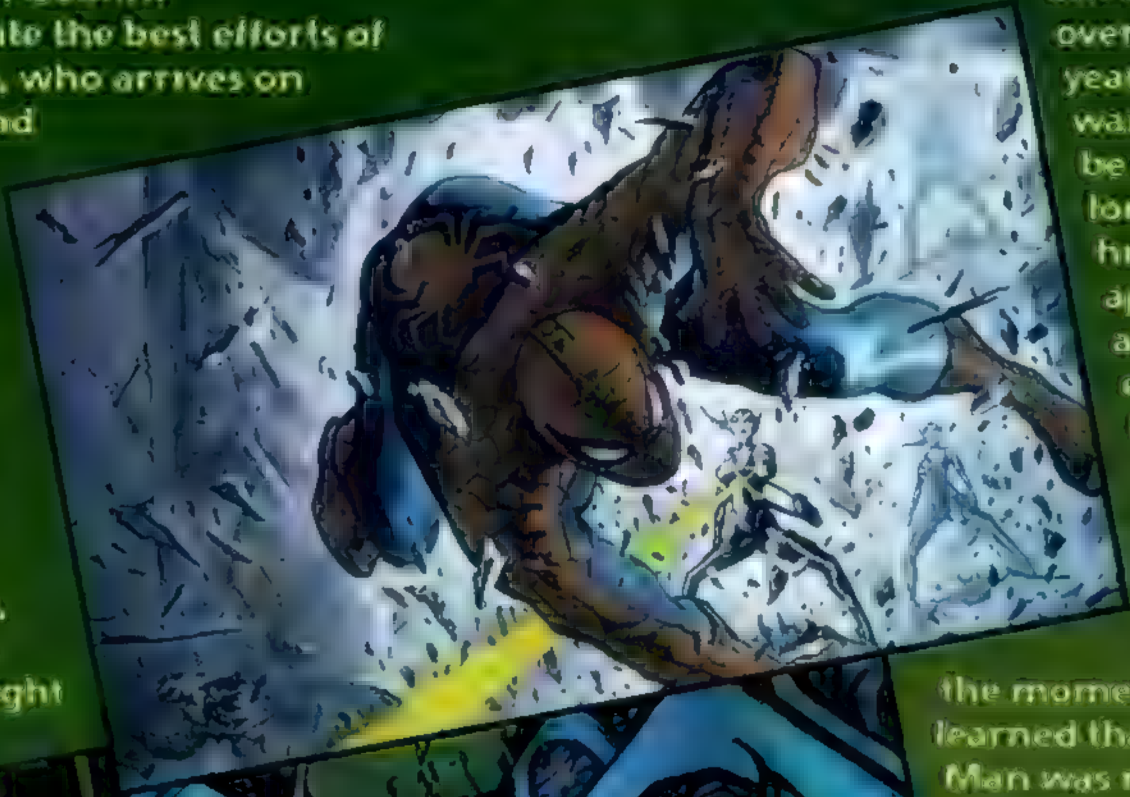
As Spidey enthusiasts know, several other men took on the Goblin identity, costume and paraphernalia. Among them were: Harry Osborn, Norman's own son; Harry's deranged psychiatrist, Dr. Bart Hamilton; and, most recently, Phil Urich, nephew of Daily Bugle reporter Ben Urich. Young Phil has opted to use the Green Goblin identity to fight crime, and currently stars in his own monthly series. But with the long tradition of evil and criminal activity associated with the Green Goblin, Phil is naturally finding it difficult to be accepted and trusted.

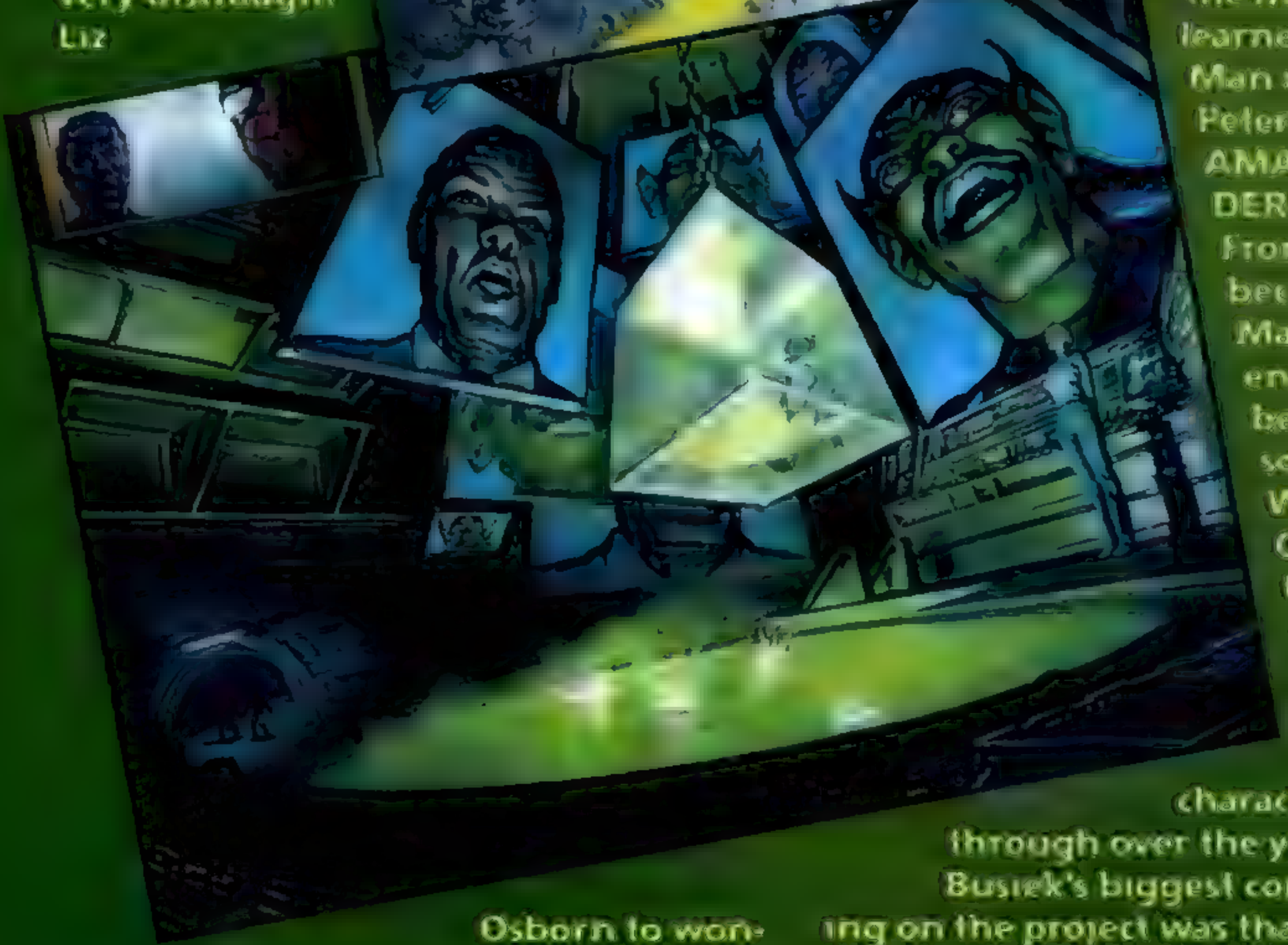
It's Ben Urich's research into the history of the Goblin, for his book on the subject, that kicks off the events of LEGACY OF EVIL.

Without giving too much of the story away, LEGACY OF EVIL begins with Ben Urich finishing up his study into the history of the Green Goblin for his book. Arriving at the home of Liz Osborn, widow of Harry, Ben witnesses a kidnapping in progress!

Three Goblin-like women, flying on goblin-gliders, are attempting to take young Normie Osborn, Harry and Liz's son (and Norman's grandson), from his mother in order to bestow upon him his rightful inheritance: the legacy of the Green Goblin!

Despite the best efforts of Spider-Man, who arrives on the scene and attempts to stop the Goblin-women, the villainesses get away with the child, leaving Spider-Man, Urich and a very distraught Liz





Osborn to wonder just what is this "legacy" they intend to grant Normie. To figure that out, and stand any chance of rescuing the youngster, Spider-Man and Urich must trace the history of the Green Goblin from the very beginning to Harry Osborn's memorable demise in SPECTACULAR SPIDER-MAN #200. But other dangers await them along the way, further jeopardizing their chances of saving the boy!

"I've always found the history of the Green Goblin — Norman, Harry, Bart Hamilton, and the period where Harry was a hero — to be fascinating," Busiek says. "He became a very different character over the years. He wanted to be a crime-lord in his first appearances, but everything changed the moment he learned that Spider-Man was really Peter Parker (THE AMAZING SPIDER-MAN #39). From then on, he became Spider-Man's deadliest enemy. It became a personal vendetta. With LEGACY OF EVIL, I had the opportunity to explore all the changes that the character went through over the years."

Busiek's biggest concern in taking on the project was that it wouldn't be just a history book.

"I wanted it to be a story in which history played an important part, but there had to be a compelling story arc set in the present, where something had to be resolved."

The story became an examination of the effects that Norman and Harry Osborn have had on the survivors: Liz, Normie and, of course,

Spider-Man.

"It's a different kind of story," Busiek comments. "Not the usual thing you see in a super hero comic."

Working with Busiek on this

exploration of evil is artist Mark Texeira, who jumped at the chance to paint this story.

"I was interested from the start," says the ever-enthusiastic Texeira, who was attached to the project even before Busiek was. "It was a high-profile project, starring a character I've always wanted to do. Most artists want to do Spider-Man!"

Texeira continues, "After seeing Alex Ross's work on MARVELS, I was inspired to capture that same approach with my projects. This gave me the chance to do that. I'm always trying to prove myself. I want to prove that I'm a competent storyteller and illustrator."

Busiek and Texeira clearly enjoyed working together. "Working with Kurt has been an extreme pleasure," Texeira says. "It's great working with someone who has a clear picture of what he wants to do."

Busiek described working with Texeira as "a delightful process. Tex is very enthusiastic, very energetic, and he's a helluva painter! His work has clear, involving storytelling with powerful images."

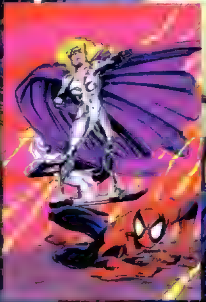
Texeira names several other artists whose work has influenced him on this project. "Syd Mead, Bill Sienkiewicz, Kent Williams and Alex Ross. I especially wanted to recapture Alex's Spider-Man from MARVELS, but add my own approach to the anatomy, the muscles and the dynamics."

LEGACY OF EVIL, Texeira says, is "a dramatic, fast-paced story that was exciting to tackle!" He adds, "Ever since I got the 'Spider-Man Rockomic' record album, back around 1973, I've wanted to do a Spider-Man project!"

Texeira finally got his wish, working with Busiek on LEGACY OF EVIL, and the results, as you will see for yourselves, are breathtaking.

--GLENN GREENBERG

AMAZING SPIDER-MAN No. 4
Tom DeFalco/Mark Bagley/Larry Mahlstedt
"Blood Brothers"—part 6 (of 6) All-out war erupts as Spidey finally goes up against the mystery menace who's responsible for destroying the web-slinger's life! Plus: the fate of Peter and Mary Jane! (Shipping 4/9/96)



UNTOLD TALES OF SPIDER-MAN No. 10
Kurt Busiek/Pat Olliffe/Al Vey
Our inexperienced Spidey meets Commanda, a femme-fatale whose physical attributes tie the web-slinger's hormones in a knot while her dronelings tear him apart! "Hands down the best Spider-Man...heck, the best Marvel book on the market!" (Wizard) (Shipping 4/9/96)

SPECTACULAR SPIDER-MAN No. 235
Todd Dezago/Sal Buscema/ TBD
Spider-Man's uphill battle to rebuild his life as Ben Reilly continues, even as one of his deadliest enemies threatens to tear it down all over again! (shipping 4/23/96)

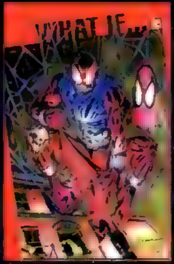
THE ADVENTURES OF SPIDER-MAN No. 3
Nel Yomtov/Alex Saviuk
Continued from THE ADVENTURES OF THE X-MEN #3! The amazing arachnid and the mighty mutants vs. Mister Sinister—for the fate of Doc Connors's son! Marvel's most popular characters tag-team in one adventure—for only 99 cents! (Shipping 4/16/96)

NEW WARRIORS No. 72
Evan Skolnick/Patrick Zircher/Andrew Pepoy
The Avengers assemble! Having discovered that Hindsight's been "borrowing" their equipment, the Earth's Mightiest Heroes crash the crash pad! (Shipping 4/30/96)

SPIDER-MAN No. 69
Howard Mackie/John Romita Jr./Al Williamson
Deluxe format
In the aftermath of the "Blood Brothers" epic, Spider-Man attempts to pick up the pieces of his shattered life as Ben Reilly—but a powerful new menace doesn't give him the chance! (Shipping 4/16/96)

GREEN GOBLIN No. 9
Tom DeFalco/Scott McDaniel/Derek Fisher
The events from the core Spider-Man books spill over as the mysterious mastermind behind Spidey's current woes targets the Goblin! (Shipping 4/16/96)

WHAT IF? No. 86
Terry Kavanagh/Dougie Braithwaite
"What If the Scarlet Spider Had Killed Spider-Man?"
When Peter Parker goes gonzo, Ben Reilly is forced to kill his double and take his place! Now, married to Mary Jane and raising Peter's child, will Ben's truth destroy them all? (Shipping 4/16/96)



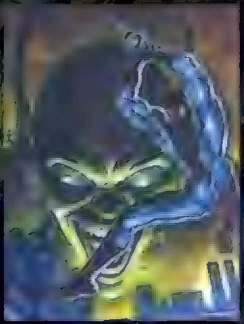
SENSATIONAL SPIDER-MAN No. 5
Dan Jurgens/Dan Jurgens/Klaus Janson
Deluxe Format
"Blood Brothers"—Part 5 (of 6) As Spider-Man and Peter Parker come closer to the truth about the skeleton and themselves, they cross the fiery path of one of the wall-crawler's oldest and deadliest foes—the Molten Man! (Shipping 4/2/96)

SPIDER-MAN PRESS POSTER No. 226
Painted By Vince Evans
Hang this painted poster up and you'll think the friendly neighborhood Spider-Man picked your walls to crawl on! (Shipping 4/9/96)

SPIDER-MAN TEAM-UP No. 3
Dan Jurgens/Bob Mcleod
Deluxe Format
The world's greatest team-up: Spider-Man and the Fantastic Four! The fabulous foursome and the wacky web-slinger plunge into a bizarre realm of swords and sorcery, and their only hope for salvation is—a video game? It's another 48-page fun-fest written by Dan (SENSATIONAL SPIDER-MAN) Jurgens! (Shipping 4/23/96)

SPIDER-MAN: LEGACY OF EVIL
Painted Cover By Mark Texeira
Kurt Busiek/Mark Texeira
The curse of the Green Goblin lives on! When the son of Harry Osborn is kidnapped, Spider-Man, Ben Urich, and the Molten Man must scour the twisted history of this classic Spidey foe for a clue to his abductor—before the Goblin lives again! In his first full-length painted project, Mark (SABRETOOTH) Texeira unites with Kurt (UNTOLD TALES OF SPIDER-MAN) Busiek for a 48-page, no ad blockbuster! (Shipping 4/23/96)

VENOM: THE HUNTED No. 2 (of 3)
Larry Hama/Duncan Rouleau
The search for a serial killer leads Venom to Donna, the femme symbiote from "Separation Anxiety!" But when they come claw-to claw with the symbiote predator, will either get out alive? The hunter becomes the hunted in this new arc written by Larry (WOLVERINE) Hama! (Shipping 4/23/96)



VENOM VS. CARNAGE
(Shipping 4/9/96)

IT'S 4 SETS IN ONE!

The latest release of Fleer/Skybox's Marvel Trading cards promises something never before seen in the history of collectible cards–four separate sets in one. Due out in April, the 120-card set will be based on the art and stories of Marvel's four animated television programs–X-Men, Spider-Man, Fantastic Four and Iron Man. "It just made sense," said Editorial Director Matt Morra, "by selling four separately packed, 30-card sets in every box, we give equal time to each show thereby letting fans collect only the characters they want. Also, since each set is so small, it'll be easy to complete."

This set will also feature, as Matt puts it, "More bells and whistles than a pinball game! We wanted this set to be fun to collect," Matt explained, "so every pack will include a Marvel sticker or tattoo and a special fold-out mini magazine explaining how fans can get more stuff like posters, t-shirts and comics. Who says only CD ROMS are interactive?"

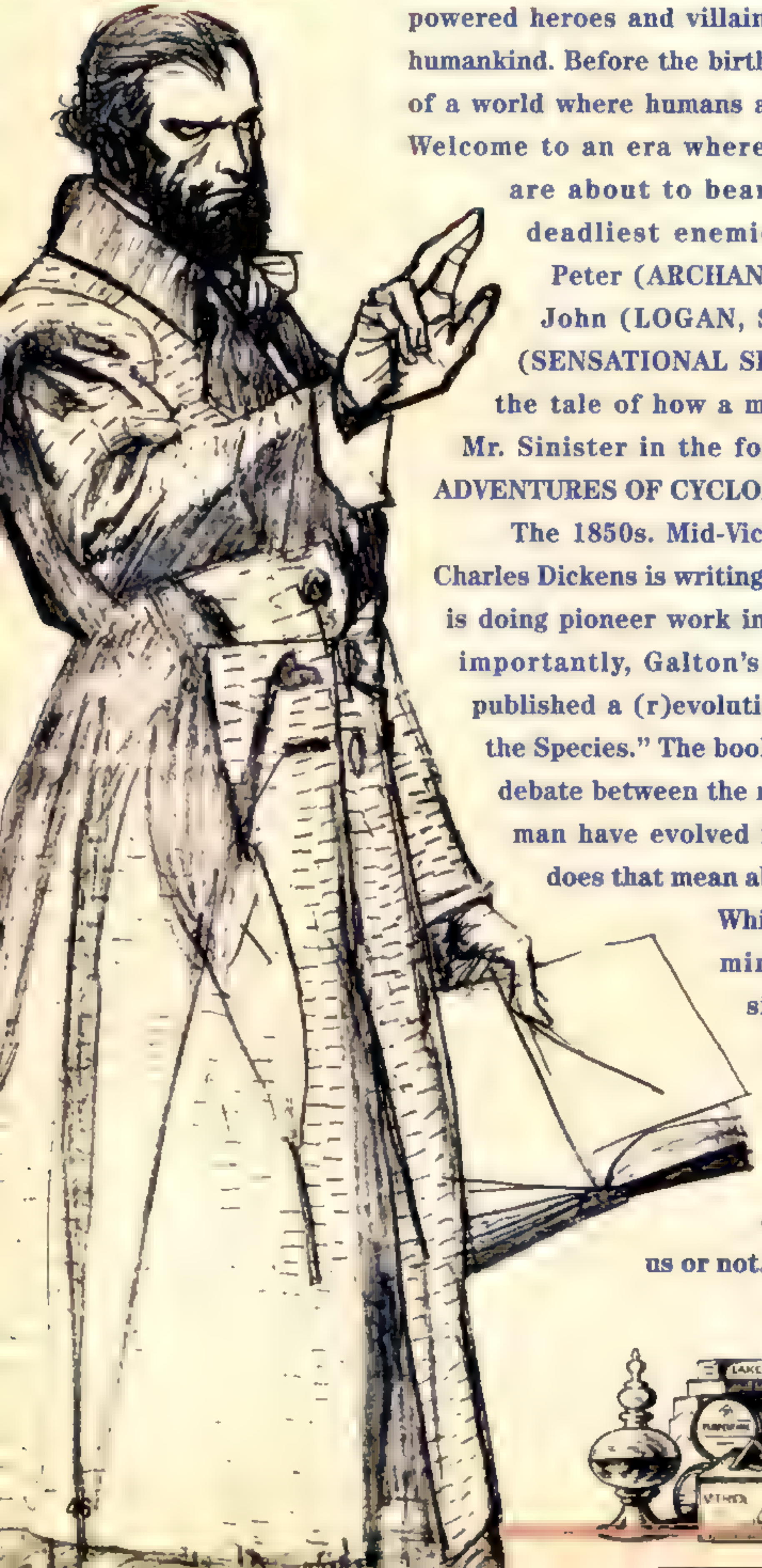
Editorially the cards will relate the origins and storylines seen on the shows. "The animated shows have done some really creative stuff with these characters," Matt elaborated, "they've modified the stories so much that even die hard comic fans are hard pressed to know what's going on. We're going to clear that up. Also, we'll include an "On The Books" factoid to let the TV fans know what's currently happening in the comics. The whole idea is to make this set user friendly to long time comic fans and newer animation fans."

Matt's edict for trading cards in 1996 is change. "Fleer/Skybox has done some extraordinary stuff with the Marvel cards," Matt confided, "so I don't want to tamper with our reputation (not to mention collectability) by doing the same thing over again. Oh, we're still doing the *Masterpieces* set ("By the way, the next one is painted by Boris Vallejo and Julie Bell." Matt plugged) but in general, we're going to be tied very close to the events in the comics this year. It'll insure the sets always be fresh and exciting.

-Tom Rolston

Days of Sinister's Past...

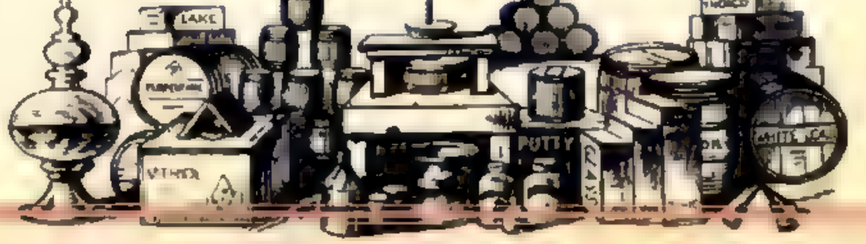
The Further Adventures of Cyclops and Phoenix



Welcome to the days before the X-Men. Before super-powered heroes and villains struck fear and awe into the hearts of humankind. Before the birth of Charles Xavier and his precious dream of a world where humans and mutants could live together in peace. Welcome to an era where the time-tossed Cyclops and Phoenix are about to bear witness to the birth of one of their deadliest enemies as well as the rebirth of another. Peter (ARCHANGEL, Shade the Changing Man) Milligan, John (LOGAN, Shadow Cabinet) Paul Leon, and Klaus (SENSATIONAL SPIDER-MAN, everything else) Janson tell the tale of how a mere man became the monster known as Mr. Sinister in the four-issue limited series, THE FURTHER ADVENTURES OF CYCLOPS AND PHOENIX.

The 1850s. Mid-Victorian London. England is in its heyday. Charles Dickens is writing his most famous works. Sir Francis Galton is doing pioneer work in the field of eugenics. And, perhaps most importantly, Galton's own cousin, Charles Darwin, has just published a (r)evolutionary manuscript entitled "The Origin of the Species." The book's mere existence has made for a frenzy of debate between the religious and scientific communities. Could man have evolved from the apes as Darwin suggests? What does that mean about man's relationship to God?

While these questions weigh heavily on the minds of most people, they have little significance to a driven young scientist named Nathaniel Essex, the man who would soon become the malevolent mastermind known as Mr. Sinister. Although his own theories agree with Darwin's, it doesn't matter to him whether God loves us or not. It only matters that evolution not be seen



as an ending, but as a beginning. Because even though Darwin explains how humanity has come to be, only Essex sees what humanity is about to become. Only Essex recognizes humankind's mysterious genetic x-factor which, once triggered, could lead to the coming of the mutants. And try as he might to make others believe, his fellow scientists scoff when he talks of the coming age. An age where men will have strange powers and abilities beyond anyone's present understanding.

However, there is someone who heeds the words of Nathaniel Essex with keen interest. "Apocalypse is waking up for the first time in modern history. He's always had incredible powers and he has never understood what they mean," said writer Peter Milligan. "He finds out that Essex is experimenting with outrageous ideas about mutations and bloodlines and he thinks, 'Part of that must apply to me!'"

Editor Mark Powers stated, "So Apocalypse offers Essex a Faustian deal: 'Serve me—become my guide to the age to come—and I'll make you immortal. I'll give you venues to explore your theories.' But Essex has a wife and an unborn child. If he accepts Apocalypse's offer, he'll lose his family. On the other hand, Essex's encounter with Apocalypse leaves him thinking, 'I've got a chance to usher in a new race!'" Milligan added, "What the story is about is a man's struggle between an unemotional search for scientific brilliance and the search to fulfill the kind of human longings we all have. The irony of the story is that we know what the ending's going to be. It's not a 'whodunit' as much as it's a 'whydunit.'"

And that's where Cyclops and Phoenix enter the scene. "The Askani, specifically Sanctity, is behind their time shift. Scott and Jean believe their goal is to find out about the man who will become Sinister and to stop Apocalypse from ascending to power in the past. But Sanctity's fairly cryptic when she tells Scott and Jean that they must protect the future because, since the story takes place in the past, what she means by the future becomes ambiguous—does she mean the future from the point of view of mid-Victorian London or the future beyond 1996?" posed Milligan. So even though Scott and Jean know that they must stop

ONLY ESSEX RECOGNIZES HUMANKIND'S MYSTERIOUS

GENETIC X-FACTOR

WHICH, ONCE TRIGGERED, COULD LEAD TO THE COMING OF MUTANTS...

Apocalypse, they begin to wonder whether they have also been sent back to stop Mr. Sinister from being born or, worse yet, to make sure that he is.

Even as these questions further plague the mutant couple, the countdown to their final (or is that first?) confrontation with Apocalypse quickly ticks away. And when the warring sides finally meet, Powers warned that "Essex will see Jean and Scott and Apocalypse as proof of his theories, driving him even closer to a decision as to whether or not to take Apocalypse up on his offer." Milligan tantalizes even more by saying, "There are going to be some things we learn about Sinister's later obsession with Scott's bloodlines. There are surprises up until the last page which elaborate and color every single X-Men book that's ever been read."

With all this revelation and devastation, it's no wonder the creative team's in an uproar. Artist John Paul Leon stated, "When I heard this was going to be a period piece, I thought, 'That's cool!' Very interesting visuals as far as costuming and architecture and mood. Also, the fact that [Klaus] Janson's inking it is something that I'm really excited about. I'm really interested to see what happens with our combination of styles. Also, Peter [Milligan]'s obviously very interested in the story. It's a real pleasure working with him as well."

Milligan, in turn, responded,

"I'm trying to illuminate slightly different aspects of the characters, particularly when we're dealing with this rich epoch of mid-Victorian London. I live in London. I was born in London. I know the city very well. And I hope to bring an authenticity to that climate. Also, I hope to tell a pretty good yarn."

As far as the visuals on these characters' past incarnations, Leon stated, "There's a new visual on Nathaniel Essex, before he 'becomes' Mr. Sinister. He'll still be recognizable though. Apocalypse has got a whole different look in this thing. He's an interesting character for me because I'm very used to representing things as more or less lifelike. And it's not every day you're walking down the street and you see a 10-foot tall crazy-looking creature like Apocalypse. So this is sort of a stretch for me. Gene Ha did a great job with his take on him in the first Cyclops and Phoenix series. Now I guess it's my turn."

Milligan said, "I think readers will be surprised by the levels of character that you have to look at in this series. I personally think, and I've talked to a few people about their impressions of it, that it's going to go down as one of the class acts of X-Men stories." Leon agreed, "I feel confident that it's really gonna be dynamite." Guess what, folks? The fuse is lit. THE FURTHER ADVENTURES OF CYCLOPS AND PHOENIX. Get it before it's history.

by Matt Friedman

GENERATION X no.16
Scott Lobdell/Tbd/Mark Buckingham

Husk, M & Jubilee vs. Synch! To save their friend, why must they kill him? WIZARD "Top Ten" writer Scott Lobdell rocks the house that Xavier built! (Shipping 4/9/96)

UNCANNY X-MEN no.333
Scott Lobdell/Joe Madureira/Tim Townsend

Cyclops, Gambit & Jean Grey infiltrate the Pentagon and uncover the government's latest and gravest conspiracy targeting mutants: Operation Zero Tolerance! "The X-books continue solidifying their Top 10 foundation, with UNCANNY X-MEN in the #1 spot." (Wizard) (Shipping 4/2/96)

THE UNCANNY X-MEN

CABLE no.32
Jeph Loeb/Ian Churchill/Scott Hanna

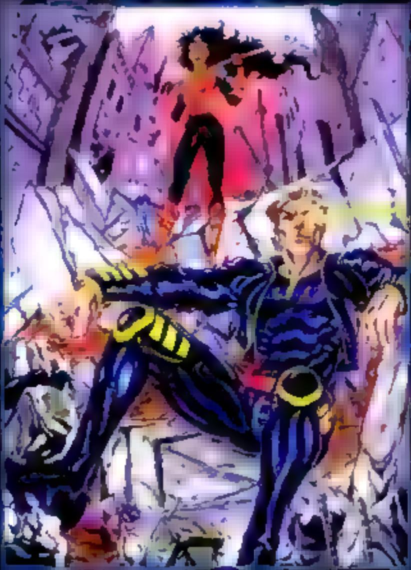
In the aftermath with his battle with the X-Man, Cable finds he paid a heavy price to save Nate Grey—a price that jeopardizes everything he's fought for! Plus: Cable returns to the X-mansion to confront fall-out from WOLVERINE #100! (Shipping 4/2/96)

X-FACTOR no.123
Howard Mackie/Jeff Matsuda

The new team gets new penciler Jeff (MAGNETO & THE MAGNETIC MEN) Matsuda! In this x-tra special "jump-on" issue, Sabretooth joins X-Factor in their battle with the villain who attacked Mystique in X-MEN PRIME! (Shipping 4/9/96)

EXCALIBUR no.98
Warren Ellis/Casey Jones

When Kitty and Wolfsbane help Douglocke recapture his humanity, they stumble upon a piece to the puzzle known as the Legacy Virus! "Stay tuned for more excitement in this action-packed soap opera." (OVERSTREET'S FAN) (Shipping 4/16/96)



X-MAN no.16
John Ostrander/Val Semeiks

Onslaught is coming, as the biggest event since "The Age of Apocalypse" begins! Onslaught sics Holocaust on the X-Man, but Nate's not ready to lay down & die just yet, and neither is his cohort, Threnody! Continued in X-MEN #17! "The X-MAN title, starring the young Cable, appears to be getting very hot." (WIZARD) (Shipping 4/16/96)

X-MEN

X-MEN no.53
Mark Waid/Andy Kubert/Cam Smith

Continued from X-MAN #16! Onslaught is coming, and Juggernaut, the behemoth he slammed from Canada to Hoboken, is here! Plus: what is the secret room in Xavier's Mansion? Mark Waid, the WIZARD "Top Ten" writer who's wowing the world with CAPTAIN AMERICA, teams with Andy Kubert to lay the foundation for a major mutant event! (Shipping 4/16/96)

THE ADVENTURES OF THE X-MEN no.3

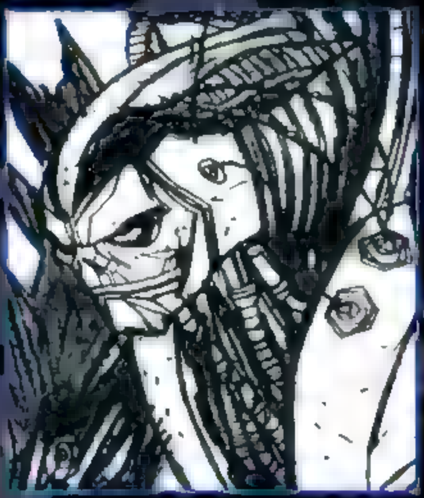
Ralph Macchio/Ben Herrera

PART 1 OF A 2 PART CROSSOVER WITH THE ADVENTURES OF SPIDER-MAN! Hank McCoy and Peter Parker team-up to save a powerful young mutant, but there's another—more sinister—party involved! Continued in ADVENTURES OF SPIDER-MAN #3! (Shipping 4/2/96)

X-FORCE no.55

Jeph Loeb/Adam Pollina

Where is Warpath, who is Risque, and what's up with Deadpool? You ask the questions, Jeph (WOLVERINE/GAMBIT) Loeb and WIZARD "Up &Comer" Adam Pollina supply the answers! (Shipping 4/23/96)



THE FURTHER ADVENTURES OF CYCLOPS AND PHOENIX no.1 (of 4)

Peter Milligan/John Paul Leon/Klaus Janson

THE HIT X-MEN LIMITED SERIES CONTINUES! Transported back in time, The X-Men's Cyclops and Phoenix unearth the mystery-shrouded origin of Sinister and the horrifying history of Apocalypse! Peter Milligan and LOGAN's John Paul Leon follow up the ground-breaking ADVENTURES OF CYCLOPS & PHOENIX limited series with a saga that will impact the entire X-verse! (Shipping 4/?/96)

PROFESSOR X & THE X-MEN no.8

Fred Schiller/Nick Gnazzo/Ian Akin

The return of the Blob! This time he's brought along some new friends: Magneto and the Brotherhood of Evil Mutants! (Shipping 4/9/96)

X-MEN UNLIMITED no.11

Scott Lobdell/Tbd

Will Rogue and Magneto fulfill their "Age of Apocalypse" love story? Rogue is torn between her nagging conscious and her pounding heart when she runs into the arms of the missing Magneto! Will she rat him out to his teamates, or will she give in to her attraction to the Master of Magnetism? (Shipping 4/23/96)

WOLVERINE no.102

Larry Hama/Adam Kubert

The mutated Wolverine, at the depths of his feral rage, runs wild through the concrete jungle of NYC—while Elektra hunts him! It's a good thing Adam Kubert's pictures paint a thousand words, because this is a special "silent issue." No snoozer speeches, just rip-off-your-face-and-spit-down-your-neck action! (Shipping 4/23/96)

ALTERNIVERSE VISIONS: THE X-MEN TPB

Various

Peer into other worlds to see what should of, would of, and could of happened to the X-Men! Kurt (MARVELS) Busiek, Ann (TYPHOID) Nocenti, Bryan (X-MEN PRIME) Hitch, and more ask "What if Wolverine battled Weapon X?" "What if Rogue possessed the power of Thor?" and other questions inquiring minds want to know! This 144-page volume collects the WHAT IF? tales that present the X-Men as you've never seen them! (Shipping 4/30/96)

'TOON YOUR ROOM!

MARVEL SERI-CELS

'TOON INTO THIS, TRUE BELIEVER! NOTHING'S GOING TO LOOK BETTER HANGING ON YOUR WALL THAN LIMITED EDITION MARVEL ANIMATION SERI-CELS! EACH SERI-CEL IS MASTERED DIRECTLY FROM THE ORIGINAL PRODUCTION ANIMATION AND REPRODUCED TO EXACT STUDIO STANDARDS. IT'S STAMPED AND NUMBERED FOR AUTHENTICITY AND COMES WITH ITS OWN CERTIFICATE OF OWNERSHIP! THAT MEANS THEY'RE COOL AND THEY'RE COLLECTABLE!

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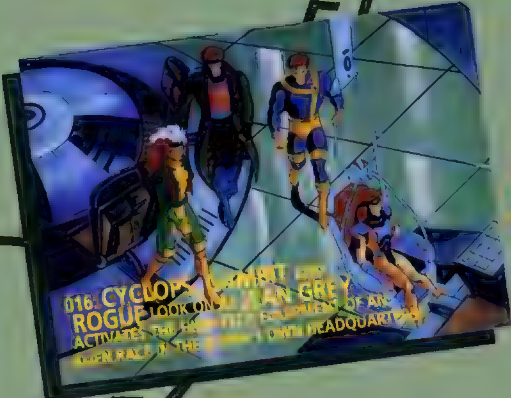

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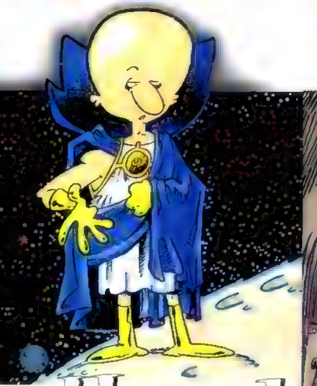
MARVEL Seri-Cels

Aragones's April Fools

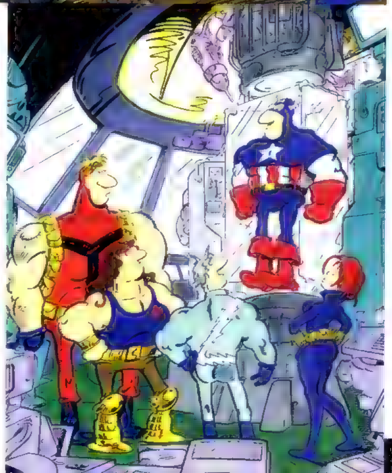
—Bill Rosemann



Hey, bud, nobody laughs at Wolverine!

And not even Galactus snickers at the Silver Surfer! Then who would dare to mock Marvel's mightiest? Sergio Aragones, that's who!

The court jester of comicdom has cast his very own super hero sitcom, and the laugh-track roars in SERGIO MASSACRES MARVEL! It seems that all of Marvel's editors are in big trouble, all of their regular freelancers have vanished. They were probably caught in some kind of cross dimensional, time warp continuum catastrophe. Or something like that. Unless all the books can be written, penciled, inked, colored, and lettered in one day. Looks like a job for...Sergio?! Whipping up his own silly secret war, the master of mirth playfully pokes fun at the likes of the Fantastic Four, the Avengers, the Hulk, and the X-Men!



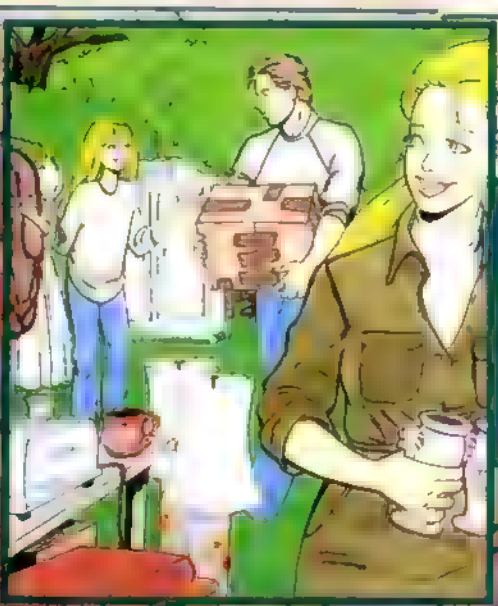
Since this task was too titanic for even this pugnacious penciler alone, Sergio asked a squad of all-star inking legends to join him for this absurd apocalypse. Included in this riotous roster of renderers are Terry Austin, Steve Leialoha, John Romita Sr., and the legendary Joe Sinnott.

Can Sergio and friends save the day, or will the GROO guru topple the House of Ideas? Yo web-head, if your spider-sense is tingling, it's because you're about to become Sergio's April Fool!

GENERAL ENTERTAINMENT

DISNEY COMIC HITS #9
Barbara Slate/Cosme Quartieri/E. Campdepadros

Mind-boggling mystery issue featuring four tales of whodunit starring Pocahontas, The Lion King's Timon & Pumbaa, Aladdin, and Toy Story's Woody & Buzz! (Not Available in the U.K.) (Shipping 4/23/96)



BARBIE #66
Barbara Slatte/Mary Wilshire/Barb Kaalberg

Has Barbie found a priceless painting at a yard sale? Think she'll also find a stack of comics somebody's mom wants to throw out? (Shipping 4/9/96)

GARGOYLES #17
Gregory Weisman/Marie Severin/Alberto Saichann

Presenting an unknown tale of the Gargoyles' "World Tour!" Our adventurers sail into Tibet, land of the Abominable Snowman! (Not Available in the U.K.) (Shipping 4/30/96)

BEAVIS & BUTT-HEAD #28
Guy Maxtone-Graham/Rick Parker

When a sky-diving instructor tells our dense duo that falling from a plane is better than smooching, the boys jump at the opportunity! (Shipping 4/16/96)

CASPER #3
Angelo Decesare/Bill White/Jorge Pacheco

Continuing the first all-new Casper comics in over 10 years! (Shipping 4/2/96)

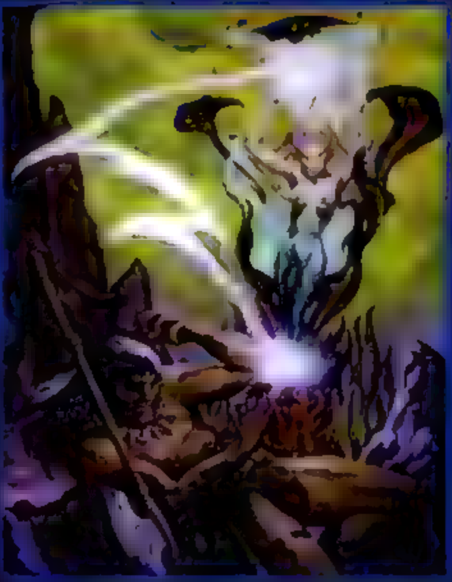
DOCTOR WHO #238
Scott Gray/ Martin Geraghty

Who's kidnapped Who's friends? When Doc investigates the disappearance of his closest buddies, he uncovers a universe-spanning conspiracy. (Shipping 4/23/96)

CONAN THE SAVAGE #11

Pat Mills & Roy Thomas/Doug Wheatley
& John Buscema/John Floyd

Concluding John Buscema's final Conan story! Plus, Pat (JUDGE DREDD) Mills whips up a time-travel tale in which Conan must avenge not only the murder of a fair maiden—but his own! (Shipping 4/16/96)



CONAN #11

Larry Hama/Pino Rinaldo

In this special all-inebriated issue, Conan gets plowed on mead, bumps into some armor-clad vixens, trips over a sickly midget, and fights one heck of a hangover! Pull up a barstool for "Crom, Am I Drunk!" (Shipping 4/2/96)

REN & STIMPY #43

Barry Dutter & Martin Reilly/
Gary Fields & Jeff Jarka/Don Hudson

See Stimpy scratch. See Ren pour a flea bath. See Stimpy remove Ricky the Tick before the flea bath. See Ren call the exterminator. Jump, Ricky, jump! "The zany irreverence of the cartoon show is also evident in Marvel's comic book version of this cult-favorite series." (COMIC SHOP NEWS) (Shipping 4/2/96

SABAN'S MIGHTY MORPHIN POWER RANGERS: NINJA RANGERS/ VR TROOPERS #7

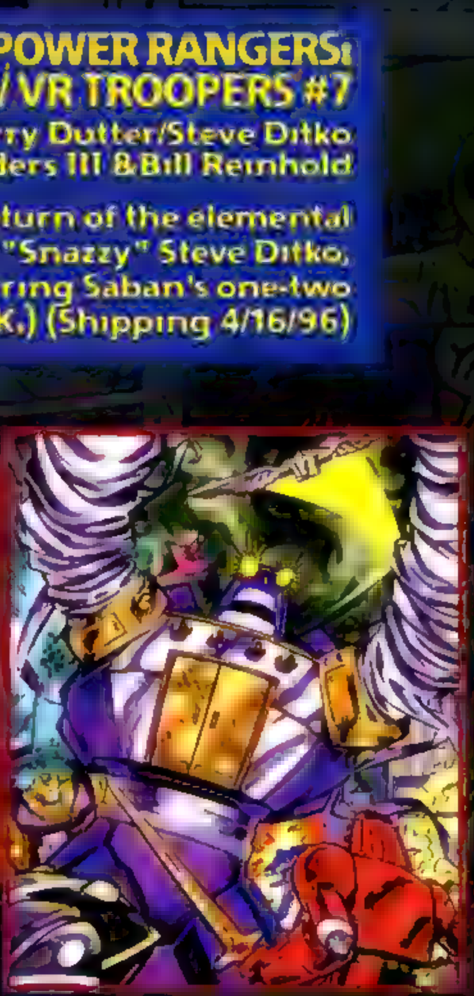
Fabian Nicieza & Barry Dutter/Steve Ditko
& Ron Lim/ Jim Sanders III & Bill Reinhold

The Rangers must weather the return of the elemental creatures! "Fabulous" Fabian Nicieza, "Snazzy" Steve Ditko, and more unleash TV style action starring Saban's one-two punch! (Not Available in the U.K.) (Shipping 4/16/96)

SABAN'S MIGHTY MORPHIN POWER RANGERS #8

Fabian Nicieza & Barry Dutter/Ron Lim
& John Buscema/ Dan Panosian & Mark Mckenna

Lord Zedd transforms a coin laundry into a giant monster! Did anyone bring fabric softener? The pop icons leap to life, courtesy of Fabian Nicieza, Ron (SPIDER-MAN 2099) Lim, the legendary John Buscema, and more! (Not Available in the U.K.) (Shipping 4/2/96)



ULTRAFORCE™

'Forcin' it to the edge!

February marks the beginning of "Smoke & Bone," as well as a huge turning point for UltraForce.

This February the Ultraverse's toughest clean-up crew takes on a new mission—and a new storyline—when the three-part "Smoke & Bone" arc kicks off. Writers Warren Ellis and Ian Edginton, along with penciller Darick Robertson, steer UltraForce through their toughest challenge yet and position The Black Knight, Prime, Prototype, Topaz, Ghoul, Wreckage and Lament to enter a brave, new world!

The evolution that the 'Force will undergo in these three pivotal issues reflects the creative team's desire to push the book to the cutting edge...and leave ultrafans on the edge of their seats!

A team like no other, UltraForce is united by a common cause—police the ultra community, and protect the world from ultrapowered evil. In April, part three of "Smoke & Bone" will see personal differences divide the team when one 'Force member steps way over the line...and takes the life of one of UltraForce's deadliest foes!

The three-part "Smoke & Bone" mystery takes off in February's UltraForce #5 with a big bang—a gunshot, that is. After the smoke clears, Senator Shine, a presidential hopeful and outspoken critic of ultras, lays dead with a bullet in his temple. When Shine's body—and the evidence—is mysteriously destroyed in a fire, UltraForce is called in to investigate.

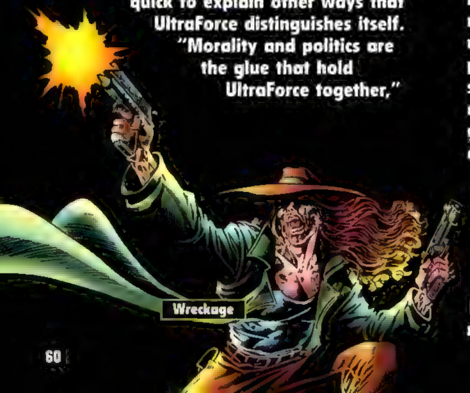
Shine's assassination reeks of ultra-involvement. Originally brought together to police ultras, UltraForce takes the case. Meeting with frustration and dead ends at every turn, UltraForce clues into at least one fact: they're next on the ultra-assassin's hit list!

Gradually, the pieces come together. A psychotic, poison-spitting mercenary. A man with the power to induce violent hallucinations in his victims. A group of hybrid mech-animal terrorists. The threat grows, pushing UltraForce to its physical and emotional limits. Even ultras have trouble handling pressure, and when ultras crack...they crack in a big way!

This trial by fire, notes Editor Hank Kanalz, is more than a good adventure. Says Kanalz, "It's a vehicle for us to push the envelope on the team book and, obviously, UltraForce as well. We've got the cool headquarters, the cool behind-the-scenes superteam coffee breaks, and the team dynamics, but we've also got a story engine that

brings out the best—and worst, in some cases—in every UltraForce member. Ultrafans will read 'Smoke & Bone' and see what being a hero is really about."

Fan favorite writer Warren Ellis is quick to explain other ways that UltraForce distinguishes itself. "Morality and politics are the glue that hold UltraForce together,"



Ellis noted, "and that reason for being lends itself to a more sophisticated team book. UltraForce isn't united by altruism like other superhero teams. That's too easy. Policing ultras is UltraForce's job, and it's one that nobody else will undertake. Basically, UltraForce is a lobby group with muscles!"

Co-writer Ian Edginton added his own opinion about what separates UltraForce from the rest of the pack: "Life for UltraForce is not black and white. Morally, they live in a grey world where everyone's motivations are suspect. There's more to an UltraForce story than good guys vs. bad guys. It's about living in an imperfect world with all the power you can imagine at your fingertips. It makes the world a grittier place, and I'm having fun playing with the darker side of the Ultraverse and the characters' vulnerabilities."

Keeping law and order in the realistic world developed by Ellis and Warren is no easy task for UltraForce. Their mission to protect the world from evil ultras collides with their oath to protect life when an UltraForce member snaps under pressure and kills a dangerous villain. As the team grapples with the moral consequences of this action, it develops a new identity, one which is felt with the return of two ex-UltraForce members in UltraForce #8!

Editor Kanalz hints, "A returning member will challenge The Black

Knight's leadership position and UltraForce's reason for existence. Naturally when ultras disagree, all these complicated themes develop into good, old-fashioned slugfests. So there'll be plenty of hooking and jabbing for ultrafans!"

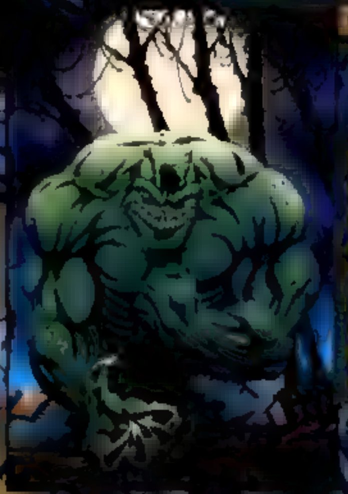
Between "Smoke & Bone" and its sequel, "Return of the Prodigal Hero," there's plenty for UltraForce fans to look forward to! Watch the shelves in February for part one of "Smoke & Bone." Check out the Ultraverse's brightest stars and see why UltraForce outguns every other team book on the shelves!

MALIBU COMICS

ULTRAVERSE

FOXFIRE POSTER

Now Foxfire fans can have Glenn Fabry's fantastic cover art for the variant edition of FOXFIRE No. 1 for their own wall! This 24" x 36" poster adds style and class to any comic fan's dorm room, office, or bedroom. (Shipping 4/9/96)

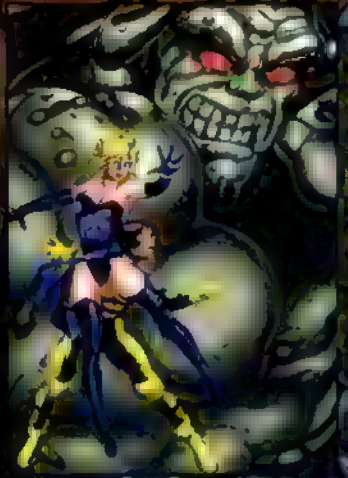


THE ALL NEW EXILES No. 7

Cover by Kyle Hotz
David Quinn/John Fang & Jason Moore
Still misunderstood and running from the law, the Exiles meet an old freak... or is that FREEX? Sorely in need of fire-power after the disappearance of a key member, the Exiles do a little recruiting — and end up with an all-new teammate! (Shipping 4/16/96)

THE ALL NEW EXILES No. 1

Variant Cover Edition
• Signed by Terry Kavanagh
• Limited to 2,000 copies. Certificate of authenticity.
Cover by Jeff Matsuda/Steve Moncuse
Professor Xavier's step brother, the Juggernaut, leads a band of exiled Marvel mutants and ultras in the Ultraverse. In this action-packed first issue, The All New Exiles begin their quest for truth with only the entire world against them! (Back Shipping 4/30/96)



MANTRA No. 7

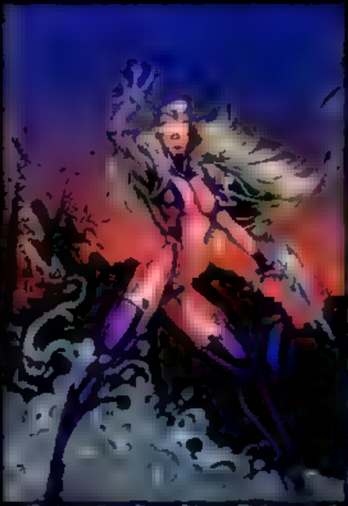
Cover by Dave Roberts & Jim Amash
Tom Mason/Roberts & Amash
The demon Ajak-Kar goes on a rampage, and there are only two things standing between him and thousands of lives: Mantra and Rush!
The Ultraverse's most inexperienced hero tests her supernatural mettle against her deadliest foe yet! (Shipping 4/16/96)

ULTRAFORCE No. 7

• "Smoke And Bone" No. 3(of 3)
Cover by Darick Robertson & George Pérez
Warren Ellis & Ian Edginton/Robertson & TBD
A violent battle with a murderous ultra pushes UltraForce to its physical and emotional limits, and an UltraForce member steps over the line! As the Black Knight searches for an answer to this tough moral dilemma, UltraForce discovers the terrible truth behind Senator Shrine's assassination—and that UltraForce is next on the hit list! (Shipping 4/30/96)

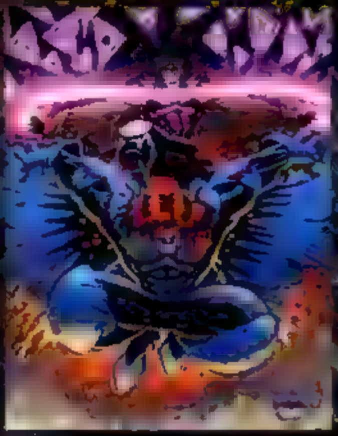
THE PHOENIX RESURRECTION

• "The Phoenix Resurrection" collected in one low-priced volume!
Cover by Bryan Hitch
Edginton/Hitch, West, Leonardi, Pacella, Robertson, Green, Royle, Luzniak & Haynes
The X-Men in the Ultraverse! By popular demand, Malibu Comics is making THE PHOENIX RESURRECTION: GENESIS and THE PHOENIX RESURRECTION: REVELATIONS available again! This is an awesome addition to every Ultraverse and X-Men fan's collection! (Shipping 4/23/96)



WITCH HUNTER No. 1
Cover by Joyce Chin & Barb Kaalberg
Laurie Sutton/Chin & Maria Beccari
Maria Delorentti's life changes forever when a mysterious and terrifying power seeks to devour her soul in 1936. Sixty years later, she takes the battle to the supernatural as Witch Hunter! Sporting a bionic arm and a holy mission, the Ultraverse's newest addition declares war on the paranormal! (Shipping 4/9/96)

PRIME No. 7
• PRIMAL RAGE No. 2 (of 3)
Cover by Scott Kolins and Joel Naprstek
Gerard Jones/Kolins & Dennis Jensen
Prime and Solitaire fight the scourge of Ultrax, a drug that gives the ultimate high—ultra powers! Solitaire follows the Ultrax dealers to Washington, D.C., where he meets up with Coco, a drug-addicted ultra. Prime is framed for the savage destruction of crack houses in the area, and Solitaire's ready to put an end to it! (Shipping 4/2/96)



THE NIGHT MAN/GAMBIT No. 2
Cover by Dietrich Smith and Jason Moore
David Quinn/Dietrich Smith & TBA
Gambit finds more than he gambled for while investigating the death of his Guild brothers...he finds The Night Man! This issue these two Night Men come closer to a final confrontation that will change both of them forever! Meanwhile, Gambit becomes a pawn of the deadly alliance of Rhiannon and Candra. The redefining of The Night Man begins with this series! (Shipping 4/9/96)

RUNE No. 7
Cover by Gecko & Baskerville
Len Kaminski/New regular art team of Gabriel Gecko and Stephen Baskerville!
• Guest-starring Marvel's Warlock! Noel's battle with Aladdin's biocons is more than he can handle, but help arrives in the form of an unlikely ally. Also this issue, the battle for Angelique's soul continues!
(Shipping 4/23/96)

FOXFIRE No. 3
Cover by Mike McKone & Mark McKenna
Ian Edginton/Kevin West & Tom Wegrzyn
The Punisher stumbles across a dimensional anomaly that drops him into the Ultraverse—in the middle of a deadly game of cat and mouse! An evil ultra gives big-game hunters the opportunity to hunt ultras, and he's listing Foxfire as the order of the day. Foxfire and the Punisher team up to make the hunter the hunted. (Shipping 4/9/96)

PRIME No. 1
Variant Cover Edition
• Signed by artists Kevin West and Philip Moy
• Limited to 2,000 copies. Certificate of authenticity
• All-new first issue and direction
Cover by Kevin West/ John Statema
Gerard Jones & Len Strazewski/West, Statema & Moy
(Back Shipping 4/30/96)

MALIBU MEDIA

TERMINATOR®2: JUDGMENT DAY No. 0
• The flip-book conclusion to CYBERNETIC DAWN and NUCLEAR TWILIGHT
Covers by Rob Prior and Moose Baumann
Dan Abnett & Mark Paniccia/Rod Whigham, Gary Erskine & Jack Snider
The exciting conclusion to T2's CYBERNETIC DAWN and NUCLEAR TWILIGHT! Sarah and John Connor fend off a deadly trio of terminators in the present, and John Connor and the human Resistance race against time to destroy Skynet in the future! (Shipping 4/16/96) TM & © 1996 Carolco

SHIP-SHAPE

Marvel

Adventures of Spider-Man #3	April 16
Adventures of The X-Men #3	April 9
Alterniverse Visions: The X-Men Tpb	April 30
Amazing Spider-Man #412	April 9
Avengers #399	April 23
Avengers Unplugged #5	April 2
Barbie #66	April 9
Beavis and Butt-head #28	April 16
Cable #32	April 2
Captain America #452	April 2
Captain Marvel #7	April 2
Casper #3	April 2
Conan #11	April 2
Conan The Savage #11	April 16
Daredevil #353	April 2
Disney Comic Hits #9	April 23
Doctor Strange #90	April 30
Doctor Who #238	April 16
Doom 2099 #42	April 16
Excalibur #98	April 16
Fantastic Four #413	April 30
Fantastic Four 2099 #6	April 30
Further Adventures of Cyclops and Phoenix #1	April 23
Gargoyles #17	April 23
Generation X #16	April 9
Ghost Rider #74	April 9
Green Goblin #9	April 16
Incredible Hulk #442	April 16
Iron Man #329	April 16
Iron Man Press Poster #225	April 9
Marvel Spotlight #7	April 2
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Over the Edge #8	April 23
Power Rangers: Ninja R./VR Trprs #5	April 2
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Punisher #8	April 16
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Sensational Spider-Man #5	April 2
Sergio Massacres Marvel #1	April 2
Silver Surfer #117	April 30
Silver Surfer: Dangerous Artifacts #1	April 9
Spectacular Spider-Man #235	April 23
Spider-Man: Legacy of Evil	April 23
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Spider-Man Team-Up #3	April 30
Spider-Man 2099 #44	April 2
Thing Press Poster #224	April 9
Thor #499	April 9
Uncanny X-Men #333	April 22
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Venom: The Hunted #2	April 30
What If? #86	April 16
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Malibu

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VISION

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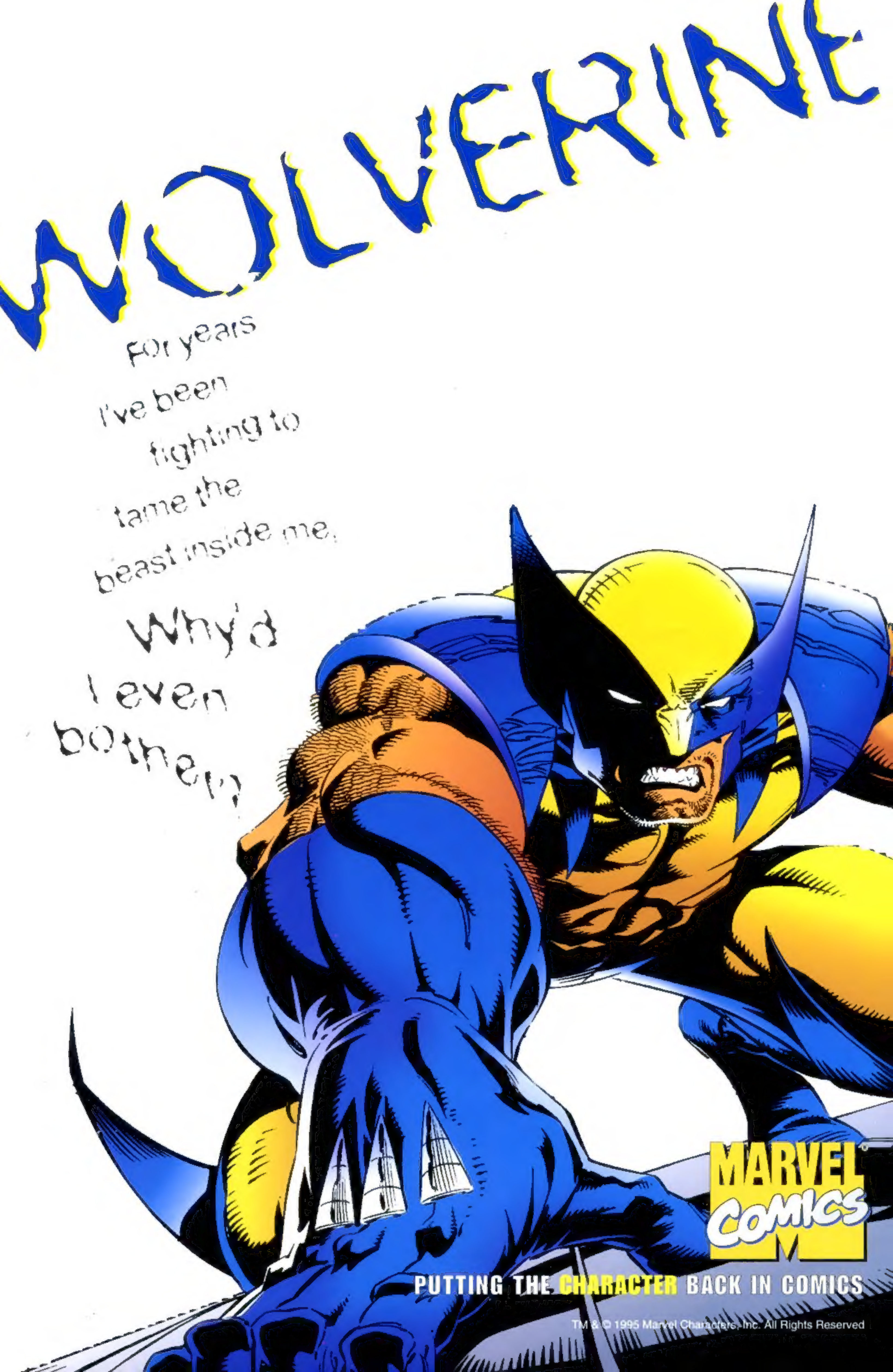
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